Configuring SNMP, BootP, DHCP, and RARP Services

BayRS Version 13.00
Site Manager Software Version 7.00

BCC Version 4.05

Part No. 303542-A Rev 00
October 1998

Bay Networks *Where Information Flows.*™

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Preface

This guide describes how to configure Simple Network Management Protocol (SNMP), Bootstrap Protocol (BootP), Dynamic Host Configuration Protocol (DHCP), and Reverse Address Resolution Protocol (RARP) on Bay Networks® routers or BayStream™ platforms.

You can use the Bay Command Console (BCC™) or Site Manager to configure SNMP on a router; you must use Site Manager to configure BootP, DHCP, and RARP services. In this guide, you will find instructions for using both the BCC and Site Manager.

Before You Begin

Before using this guide with a new router, you must complete the following procedures:

- Install the router (refer to the installation manual that came with your router).
- Connect the router to the network and create a pilot configuration file (see *Quick-Starting Routers*, *Configuring BayStack Remote Access*, or *Connecting ASN Routers to a Network)*.

Make sure that you are running the latest version of Bay Networks BayRS™ and Site Manager software. For information about upgrading BayRS and Site Manager, see the upgrading guide for your version of BayRS.

Text Conventions

This guide uses the following text conventions:

angle brackets (< >)	Indicate that you choose the text to enter based on the description inside the brackets. Do not type the brackets when entering the command. Example: If the command syntax is: **ping** *<ip_address>*, you enter: **ping 192.32.10.12**
bold text	Indicates text that you need to enter and command names and options. Example: Enter **show ip** {**alerts** | **routes**} Example: Use the **dinfo** command.
italic text	Indicates file and directory names, new terms, book titles, and variables in command syntax descriptions. Where a variable is two or more words, the words are connected by an underscore. Example: If the command syntax is: **show at** <*valid_route*> *valid_route* is one variable and you substitute one value for it.
`screen text`	Indicates system output, for example, prompts and system messages. Example: `Set Bay Networks Trap Monitor Filters`
separator (>)	Shows menu paths. Example: Protocols > IP identifies the IP option on the Protocols menu.
vertical line (|)	Separates choices for command keywords and arguments. Enter only one of the choices. Do not type the vertical line when entering the command. Example: If the command syntax is: **show ip** {**alerts** | **routes**}, you enter either: **show ip alerts** or **show ip routes**, but not both.

Acronyms

ASN.1	abstract syntax notation
BCC	Bay Command Console
BootP	Bootstrap Protocol
DHCP	Dynamic Host Configuration Protocol
IP	Internet Protocol
MAC	media access control
MIB	management information base
RARP	Reverse Address Resolution Protocol
RMON	remote monitoring
SNMP	Simple Network Management Protocol
TFTP	Trivial File Transfer Protocol
UDP	User Datagram Protocol
WAN	wide area network

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Chapter 1
Starting SNMP, BootP, DHCP, and RARP Services

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This chapter describes how to create a basic SNMP, BootP, DHCP, and RARP configuration by specifying values for required parameters only, and accepting default values for all other parameters of these services.

For detailed background information about these protocols and how they work, see Chapter 2. For information on how to customize these protocols by changing their default values, see Chapters 3 to 6. For information about changing the default settings, see Appendix A.

Starting Configuration Tools

Before configuring SNMP, BootP, DHCP, and RARP services, refer to the following user guides for instructions on how to start and use the Bay Networks configuration tool of your choice.

Configuration Tool	User Guide
Bay Command Console (BCC)	*Using the Bay Command Console (AN/BN Routers)*
Site Manager	*Configuring and Managing Routers with Site Manager*
Quick2Config	*Configuring Your Router Using the Quick2Config Tool*
NETarchitect	*Getting Started with Optivity Network Management System 8.0* *Configuring and Maintaining Networks with the NETarchitect System*

These guides also describe generically how to create or modify a device configuration.

Configuring IP for Global Protocols

SNMP, BootP, DHCP, and RARP services all use the Internet Protocol (IP) for message transport. Before you configure SNMP, BootP, DHCP, and RARP services using the BCC or Site Manager, you must first start IP on the router.

Using Site Manager

Before you can select a protocol to run on the router, you must configure a circuit that the protocol can use as an interface to an attached network. For information and instructions, see *Configuring WAN Line Services* and *Configuring Ethernet, FDDI, and Token Ring Services*.

When you have successfully configured the circuit, the Select Protocols window opens. Proceed as follows:

Site Manager Procedure	
You do this	**System responds**
1. In the Select Protocols window, select **IP**. Then click on **OK**.	The IP Configuration window opens.
2. Set the following parameters: • **IP Address** • **Subnet Mask** • **Transmit Bcast Addr** • **UnNumbered Assoc Address** Click on **Help** or refer to *Configuring IP Services* for parameter descriptions.	
3. Click on **OK**.	You return to the Configuration Manager window.

Using the BCC

To start IP on the router:

1. **Configure a physical interface on an available slot/connector.**
2. **Configure an IP interface on the physical interface.**

Step 1: Configuring a Physical Interface

To configure a physical interface on a slot and connector, navigate to the top-level box prompt and enter:

interface_type **slot** *slot_number* **connector** *connector_number*

interface_type is the name of a link module on the router.

slot_number is the number of the slot on which the link module is located.

connector_number is the number of a connector on the link module.

For example, the following command configures an Ethernet interface on slot 1, connector 2.

```
box# ethernet slot 1 connector 2
ethernet/1/2#
```

Step 2: Configuring an IP Interface

To configure an IP interface on a physical interface, navigate to the prompt for the physical interface and enter:

ip address *address* **mask** *mask*

address and *mask* are a valid IP address and its associated mask, expressed in either dotted-decimal notation or in bit notation.

For example, the following command configures IP interface 2.2.2.2/255.0.0.0 on an Ethernet physical interface on slot 1, connector 2.

```
ethernet/1/2# ip address 2.2.2.2 mask 255.0.0.0
ip/2.2.2.2/255.0.0.0#
```

An IP interface is now configured on the Ethernet interface with default values for all interface parameters. When you configure an IP interface, the BCC also configures IP globally on the router with default values for all IP global parameters.

You can customize IP by modifying IP global and interface parameters as described in *Configuring IP Services*.

Starting SNMP Services

You can use the BCC command line interface or the Site Manager graphical user interface to start SNMP on the router, using default values for all parameters. Before you begin, verify that you have configured IP on an interface, as described in "Configuring IP for Global Protocols," on page 1-2.

Using the BCC

To configure SNMP on the router with default settings, begin in configuration mode at the box-level prompt:

1. **Configure SNMP.**

   ```
   box# snmp
   ```

2. **Display SNMP default settings.**

   ```
   snmp# info
      on box
      state enabled
      lock enabled
      lock-address 0.0.0.0
      lock-timeout 2
      authentication-traps enabled
      type-of-service reliability
      scope-delimiter 0x40
   ```

Using Site Manager

You can easily start SNMP services using default values for all parameters. If you decide to change some or all of the default values, refer to the instructions in Chapter 3, "Customizing SNMP." For a list of SNMP parameters, see Appendix B, "Default Parameter Settings."

Before you can start SNMP services, you must verify that you have configured IP on an interface, as described in "Configuring IP for Global Protocols," on page 1-2.

To start SNMP, perform the tasks in the following table:

Site Manager Procedure	
You do this	**System responds**
1. From the Configuration Manager window, choose **Protocols.**	The Protocols menu opens.
2. Choose **IP.**	The IP Global Protocols menu opens.
3. Choose **SNMP.**	The SNMP menu opens.
4. Choose **Global.**	The Edit SNMP Global Protocols Parameter window opens.
5. Accept all default parameter values and click on **OK**. SNMP is now fully operational.	You return to the Configuration Manager window.

Customizing SNMP Services

The instructions in this chapter show you how to start SNMP using the default values and settings. For information about modifying SNMP default settings, refer to Chapter 3, “Customizing SNMP.”

Starting BootP Services

You must use Site Manager to start BootP. The BCC is not supported.

Before you can run BootP services, you must enable IP on the router. You can, however, enable IP and BootP on the router simultaneously. If you want to add BootP to a circuit on which you have already configured IP, refer to *Configuring and Managing Routers with Site Manager* for more information about adding a protocol.

When you enable BootP, you are required to configure only a few parameters. The Configuration Manager supplies values for the remaining parameters.

Enabling BootP on an Interface

When you select either a link- or net-module connector, or when you finish configuring a WAN circuit, the Select Protocols window opens.

Note: The Select Protocols window displays only those protocols that the circuit type supports.

To enable BootP on an interface, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, select the link- or net-module connector on which you are enabling BootP services.	The Select Protocols window opens.
2. Choose **BOOTP**. When you choose BOOTP, you automatically choose IP.	The BOOTP menu opens.
3. Click on **OK**.	The IP Configuration window opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
4. Specify an IP address for this interface. There is no default for the IP address. You must supply an address or enter 0.0.0.0 to indicate that this is an unnumbered interface. For information about unnumbered interfaces, see *Configuring IP Services*.	
5. Edit or accept default values for the remaining IP interface parameters: • To accept the default values, click on **OK.** • To edit IP interface parameters, click on **Details**. For information about editing IP interface parameters, see *Configuring IP Services*.	

Customizing BootP

For information about customizing BootP parameters, see Chapter 4, “Customizing BootP.”

Starting DHCP Services

Before you can enable DHCP services, you must enable IP and BootP on the router. You can, however, enable IP, BootP, and DHCP on the router simultaneously. If you want to add BootP and DHCP to a circuit on which you have already configured IP, see *Configuring and Managing Routers with Site Manager* for information about adding a protocol.

When you enable BootP and DHCP, you are required to configure only a few parameters. The Configuration Manager supplies default values for the remaining parameters.

Enabling DHCP on an Interface

When you select either a link- or net-module connector, or when you finish configuring a WAN circuit, the Select Protocols window opens.

Note: The Select Protocols window displays only those protocols that the circuit type supports.

To enable DHCP on an interface, complete the tasks in the following table.

Site Manager Procedure	
You do this	**For instructions, see**
1. Enable BootP on the interface.	"Enabling BootP on an Interface" on page 1-7.
2. Access the BootP Relay Agent Interface Table window.	"Customizing BootP Relay Agent Parameters" on page 4-2.
3. Set the **Pass Through Mode** parameter to DHCP, or to BootP and DHCP. This action allows you to select either DHCP, or BootP and DHCP, for the **Pass Through Mode** parameter in other windows.	"Specifying the Relay Mode for Packet Forwarding" on page 4-4.
4. Click on **Apply**.	
5. Edit the other parameters in this window.	"Customizing BootP Relay Agent Parameters" on page 4-2.

Customizing DHCP

For information about modifying DHCP parameters, see Chapter 5, "Customizing DHCP."

Starting RARP Services

Before you can enable RARP services, you must enable IP on the router. You can, however, enable IP and RARP services on the router simultaneously. If you want to add RARP to a circuit on which you have already configured IP, see *Configuring and Managing Routers with Site Manager* for information about adding a protocol.

When you enable RARP services, you are required to configure only a few parameters. The Configuration Manager supplies default values for the remaining parameters.

Enabling RARP on an Interface

When you select either a link- or net-module connector, or when you finish configuring a WAN circuit, the Select Protocols window opens.

Note: The Select Protocols window displays only those protocols that the circuit type supports.

To enable RARP on an interface, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, select the link- or net-module connector on which you are enabling RARP services.	The Select Protocols window opens.
2. Choose **Reverse ARP**. When you choose Reverse ARP, you automatically choose IP.	
3. Click on **OK**.	The IP Configuration window opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
4. Specify an IP address for this interface. There is no default for the IP address. You must supply an address or enter 0.0.0.0 to indicate that this is an unnumbered interface. For information about unnumbered interfaces, see *Configuring IP Services*.	
5. Edit or accept default values for the remaining IP interface parameters. • To accept the default values, click on **OK.** • To edit IP interface parameters, click on **Details**. For information about editing IP interface parameters, see *Configuring IP Services*.	

Customizing RARP

For information about modifying RARP parameters, refer to Chapter 6, "Customizing RARP."

Chapter 2
SNMP, BootP, DHCP, and RARP Concepts

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SNMP Overview	2-1
SNMP Implementation Notes	2-4
BootP Relay Agent Overview	2-10
DHCP Overview	2-14
RARP Overview	2-20

This chapter describes the concepts behind SNMP, BootP, DHCP, and RARP services and how we implement them in Bay Networks routers. You can use this information to decide how to customize SNMP, BootP, DHCP, and RARP parameters for your system.

SNMP Overview

SNMP is a simple request/response protocol that communicates management information between two types of SNMP software entities: SNMP *applications* (also called SNMP *managers*) and SNMP *agents*.

SNMP applications contain manager software that runs on a network management station (also known as an SNMP client), such as a PC or a workstation. The manager software implements the protocols used to exchange data with SNMP agents. SNMP applications issue queries to gather information about the status, configuration, and performance of external network devices, called *network elements* in SNMP terminology. Network elements contain an agent and perform the network management function that the network management stations request.

The Bay Networks Site Manager software is an example of a network management station, and the Bay Networks Backbone Node (BN®) router is an example of a network element.

The *SNMP agent* is a software entity that responds to information and action request messages (SNMP Set and Get requests) sent by a network management station (your Site Manager workstation). The messages exchanged between manager and router SNMP agents enable you to access and manage objects in an active or inactive (stored) management information base (MIB) on a router.

The agents also send unsolicited reports (called *traps*) back to the network management station when certain network activity occurs. An example of a trap is an overload condition as defined by the packet load's crossing some threshold. You use the management station to configure, monitor, and receive trap messages from other network devices configured as SNMP agents. The management station can get and set objects in the agents and can receive traps from the agents. The management station, therefore, has the capability to "manage" a number of agents.

SNMP Messages

SNMP managers and network elements communicate with each other by sending SNMP messages (Figure 2-1). The management station issues three types of SNMP messages to retrieve single or multiple object variables:

- *GetRequest* messages
- *GetNextRequest* messages
- *SetRequest* messages

The agent acknowledges all three types of messages by passing a *Get Response* message to the management application. In addition, an agent may issue a trap to the network management station to identify a condition, such as a threshold that exceeds a predefined value.

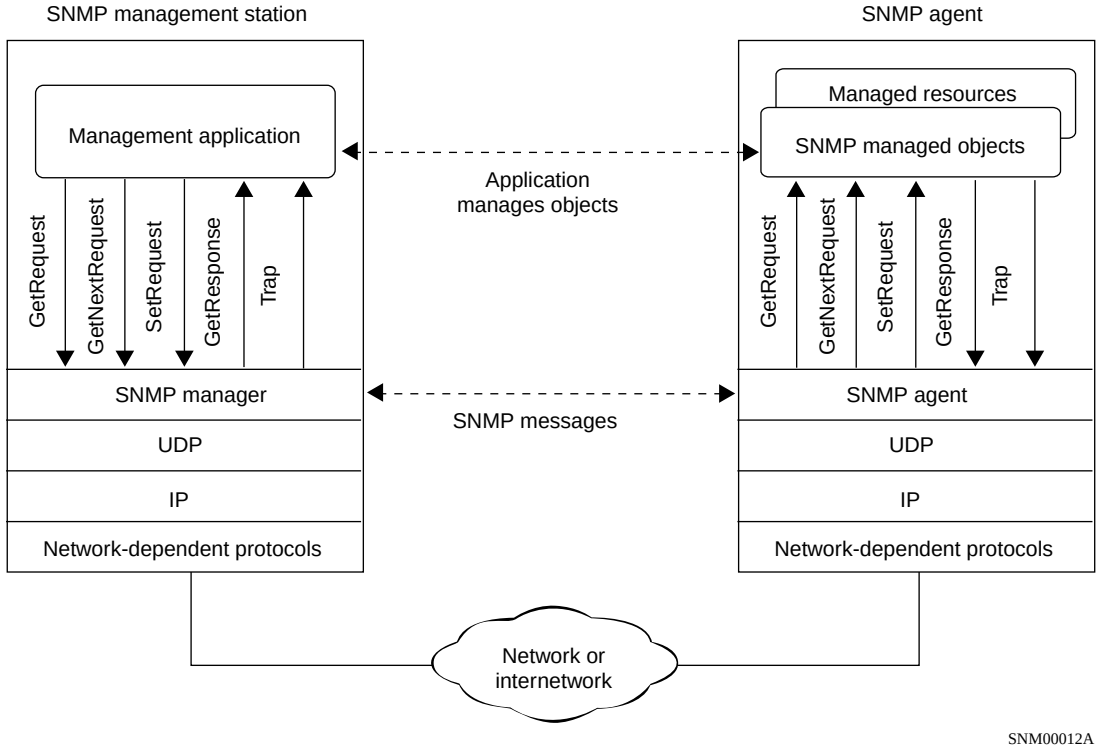

Figure 2-1. Role of SNMP

SNMP Communities

For security reasons, the SNMP agent validates each request from an SNMP manager before responding to the request, by verifying that the manager belongs to a valid SNMP *community.*

An SNMP community is a logical relationship between an SNMP agent and one or more SNMP managers. You define communities locally at the agent. The agent establishes one community for each desired combination of authentication and access control characteristics. You assign each community a unique name (within the agent), and all members of a community have the same access privileges, either read-only or read-write:

- Read-only: members can view configuration and performance information.
- Read-write: members can view configuration and performance information, and also change the configuration.

By defining a community, an agent limits access to its MIB, to a selected set of management stations. By using more than one community, the agent can provide different levels of MIB access to different management stations.

All SNMP message exchanges consist of a community name and a data field, which contains the SNMP operation and its associated operands. You can configure the SNMP agent to receive requests and send responses only from managers that are members of a known community.

If the agent knows the community name in the SNMP message and knows that the manager generating the request is a member of that community, it considers the message to be authentic and gives it the access allowed for members of that community. In this way, the SNMP community prevents unauthorized managers from viewing or changing the configuration of a router.

SNMP Implementation Notes

This section contains information about features specific to the Bay Networks implementation of SNMP.

Internet Protocol

SNMP uses the User Datagram Protocol (UDP) to transport its messages. You must enable the Internet Protocol (IP) to use UDP and SNMP.

Events and Traps

An *event* is a change in the operating status of a router. The router stores the event as a single entry in a memory-resident log.

An *event log message* provides a brief description of an event, along with the event code associated with that event.

A *trap* is an event that the router transmits to the network management station.

SNMP allows you to configure which event log messages the agent sends to the network management station as traps. You select these traps based on slot, protocol entity, and severity level. You can also specify up to 50 *exceptions*, which are traps that the agent always sends, or never sends, regardless of slot and regardless of how you configure the trap parameters. For information about how to specify which traps the agent sends, see "Configuring Traps on the Router" on page 3-19.

Protocol Entities

Events are always associated with a particular protocol entity. An entity is the software that generates a message. Entities include Bay Networks software dedicated to the operation of a software service, such as Trivial File Transfer Protocol (TFTP) and IP, and the GAME® operating system.

Both events and entities are assigned entity codes. Together, this pair uniquely identifies a Bay Networks router platform event. For a complete list of entities (both their abbreviations and full names) and associated entity codes, see *Event Messages for Routers*.

Severity Levels

Event and trap messages are always associated with a severity level. Table 2-1 describes the severity levels and gives the code that corresponds to each one. This guide does not cover Debug messages, because they are for Bay Networks internal use only.

Table 2-1. Severity Levels

Severity	Description	Code
Information	Indicates routine events that usually require no action.	2
Warning	Indicates that a service acted in an unexpected manner.	4
Fault	Indicates a major service disruption, usually caused by a configuration, network, or hardware problem. The entities involved keep restarting until the problem is resolved.	8

(continued)

Table 2-1. Severity Levels *(continued)*

Severity	Description	Code
Trace	Indicates information about each packet that traversed the network. Bay Networks recommends viewing this type of trap message only when diagnosing network problems.	10
Debug	Indicates information that Bay Networks Customer Support uses. These messages are not documented.	1

For detailed information about entities and severity levels, see *Event Messages for Routers*.

SNMP Trap Format

Some third-party network management applications, such as NetExpert, OpenView, and SunNet, let you trigger an operation when a specific SNMP trap is received. This section describes the SNMP trap format.

The router platform transmits a Bay Networks event log trap as a 32-bit value as follows:

- Octets 1 and 2 (the most significant 16 bits) of the specific trap ID contain values of 1 and 0, respectively, to identify a Bay Networks event log trap.
- Octet 3 of the specific trap ID contains a code that identifies the software entity that generated the trap.
- Octet 4 of the specific ID contains the event code that, in conjunction with the entity code, uniquely identifies the event.

Each 32-bit value is accompanied by three variable bindings that convey the event string that describes the trap condition, the slot that hosts the entity that generated the trap, and the trap severity (see Table 2-1).

For detailed information about the SNMP trap format, see *Event Messages for Routers*.

Thresholds

SNMP uses a management information base (MIB) to manage the router. The MIB includes an extensive collection of statistics (MIB *variables*) that track the router's performance and provide early warnings of abnormal operating conditions.

With the Site Manager threshold feature, you can configure the agent to automatically notify you when specific statistics (or *instances* of the variable) reach certain levels.

You can set a threshold for any integer, counter, gauge, or time-tick variable in the MIB. Using the threshold parameters, you:

- Select the polling interval, which specifies how often the agent checks the statistic to see if its value has reached the threshold.
- Set three threshold values (high, medium, and low).
- Specify the threshold action as *Lessthan* or *Greaterthan.*

For information about setting thresholds, see "Configuring Thresholds" on page 3-26.

When the statistic reaches the threshold, the agent generates an event. You specify the severity level at which you want the manager to log the event. Table 2-1 shows the available severity levels and their suggested meanings. Depending on how you configure the SNMP trap parameters (see "Configuring Traps on the Router" on page 3-19), the agent may also send the threshold exception as an SNMP trap.

The Site Manager threshold feature is functionally similar to the RMON Alarm and Event facility, except for some minor differences. The Site Manager threshold feature provides three-tiered thresholds and defines a user-definable hysteresis mechanism. The RMON Alarm and Event facility provides a two-tiered proprietary threshold system. For information on RMON, RMON 2, and RMON alarms and events, see *Configuring RMON and RMON 2 for BayRS Routers*.

Threshold Example

Suppose you want SNMP to warn you if the number of high-priority (Priority Level 1) packets queued for transmission is approaching the maximum number supported by an interface. This maximum value is specified by the wfCctOptsCngcCfgQp1Threshold MIB object. Using the threshold parameters, you set a threshold for wfCctOptsCngcCfgQp1Threshold equal to 205.

You also set the polling interval to 20 seconds to indicate that, every 20 seconds, the agent should check variables for which you have configured thresholds. You set the threshold action to *Greaterthan* and set the threshold levels and severity of events to the values shown in Table 2-2.

Table 2-2. Example of Threshold and Severity Settings

Threshold Level	Low	Medium	High
Depth of Priority 1 transmit queue	102 (40% of capacity)	153 (60% of capacity)	205 (80% of capacity)
Severity of event	INFO	INFO	WARNING

When you add this threshold to the MIB, the agent polls the variable wfCctOptsCngcCfgQp1Threshold every 20 seconds and responds as follows:

- If its value is greater than 102, but less than or equal to 153, the manager logs an informational event indicating that the queue depth exceeded the low threshold.
- If its value is greater than 153 but less than or equal to 205, the manager logs an informational event indicating that the queue depth exceeded the medium threshold.
- If its value is greater than 205, the manager logs a warning event indicating that the queue depth exceeded the high threshold.

Event Message Format

By default, the threshold event messages include the MIB object identifier (OID) of the variable that exceeded the threshold, the value of the variable, and the threshold level exceeded.

For example, if the wfCctOptsCngcCfgQp1Threshold variable has a value of 120, the agent generates an event message similar to the following:

```
#1:08/27/96 10:53:20.802 INFO SLOT 2 STA CODE: 6
Object 1.3.6.1.4.1.18.3.5.1.4.10.1.24 with value = 120 units/ hour
is > low threshold.
```

You can, however, identify objects more easily by configuring the software to report the object name rather than the OID in the event message. To configure the software to report the object name in the event message, use the Threshold Label parameter (see page A-15).

For example, if you set the Threshold Label parameter to **wfCctOptsCngcCfgQp1Threshold**, the agent generates an event message similar to the following:

```
#1:08/27/96 10:53:20.802 INFO SLOT 2 STA CODE: 6
Object wfCctOptsCngcCfgQp1Threshold with value = 120 units/ hour is
> low threshold.
```

State of a Threshold

If the collision rate stays above a threshold for an extended period of time, the agent continues to generate a new event every 5 seconds. You can specify the maximum number of event messages you want the agent to generate before it changes the threshold's state to *held*.

When the threshold is in a held state, the agent does not generate new events unless the statistic exceeds the threshold at a different level. If the statistic does not exceed any threshold for a specified number of polling periods, the agent no longer considers the threshold held.

Memory Considerations

Polling statistics to determine whether they have reached a threshold and reporting events when variables exceed thresholds require router processing capacity. When you set many thresholds and use shorter polling intervals, the router performance will probably decline.

BootP Relay Agent Overview

BootP is built on the client-server model and allows a diskless client to boot remotely from a server on the same network or on a different physical network. The client broadcasts a request to boot from a remote server. When a suitable server receives the BOOTREQUEST packet, it responds to the client by issuing a BOOTREPLY packet, which includes the client's IP address, the address of the gateway, and the address of a server. The server then transmits the boot file to the client via a transfer protocol, such as Trivial File Transfer Protocol (TFTP).

Figure 2-4 illustrates how BootP works when the client and the server are on the same network. The client transmits a BOOTREQUEST packet to the IP broadcast address (255.255.255.255). The server sends a BOOTREPLY packet to the client. Depending on the server's implementation, the server addresses the packet to either the broadcast or the client's IP address.

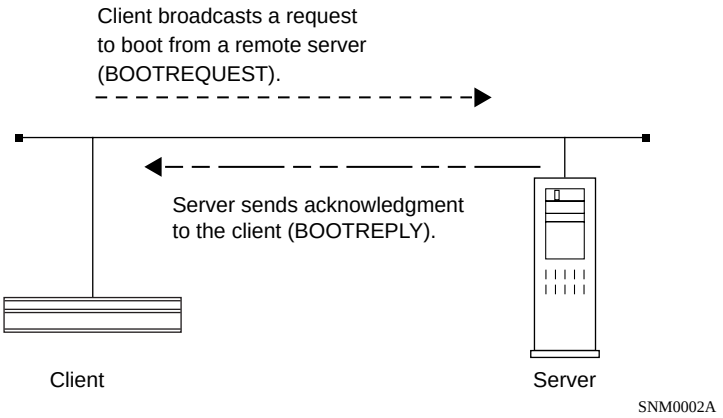

Figure 2-2. BootP Client and Server on the Same Physical Network

If, however, the client and the server are on different physical networks, a BootP *relay agent* (also known as a BootP gateway) must forward BootP packets to their correct destinations. When you configure a Bay Networks router for BootP services, the router acts as a BootP relay agent. Figure 2-3 illustrates how BootP works when the client and the server are on different physical networks.

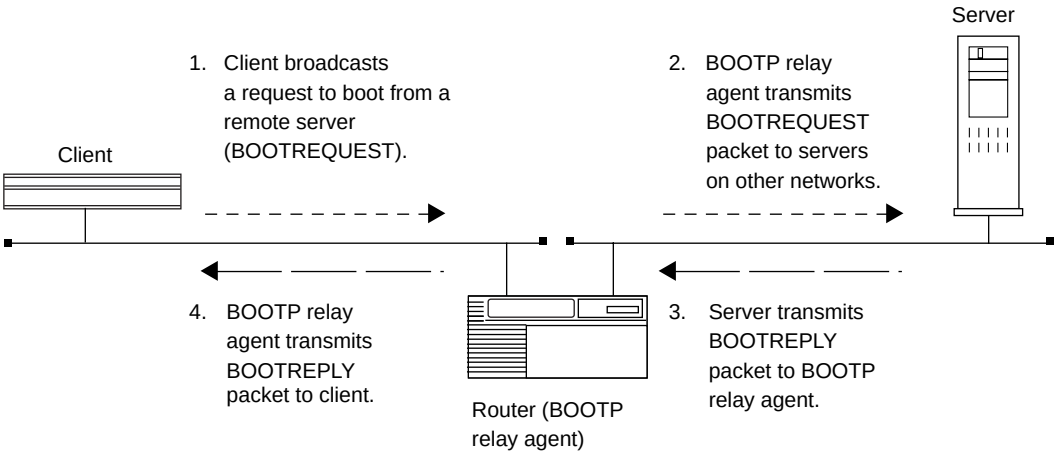
Server
1. Client broadcasts a request to boot from a remote server (BOOTREQUEST).
2. BOOTP relay agent transmits BOOTREQUEST packet to servers on other networks.
Client
4. BOOTP relay agent transmits BOOTREPLY packet to client.
3. Server transmits BOOTREPLY packet to BOOTP relay agent.
Router (BOOTP relay agent)

Figure 2-3. BootP Client and Server on Different Physical Networks

The client transmits a BOOTREQUEST packet to the IP broadcast address (255.255.255.255). The router receives the BOOTREQUEST packet at an interface that you configured to receive BOOTREQUEST packets (an input interface). If the BOOTREQUEST packet has an address other than 255.255.255.255, the router drops the packet.

Figure 2-4 shows the fields in the BOOTREQUEST and BOOTREPLY packets.

Operation (1)*	Hardware type (1)	Hardware address length (1)	Hops (1)
Transaction ID (4)			
Seconds (2)		Flags (2)	
Client IP address (4)			
Your IP address (4)			
Server IP address (4)			
Gateway IP address (16)			
Client hardware address (16)			
Server name (64)			
File name (128)			
Vendor-specific area (64)			
*The number in parentheses indicates the number of octets in each field.			

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Figure 2-4. BOOTREQUEST and BOOTREPLY Fields

The packet relay process uses these fields as follows:

1. When a router interface receives a BOOTREQUEST packet, the router examines the seconds and hops fields in the packet and compares these values to BootP parameters you configured on that interface.

   The seconds field contains the minimum number of seconds that the router waits before forwarding a BOOTREQUEST packet. If the value in the seconds field of the packet is less than the value of the Timeout Secs. parameter you configured on the interface, the router drops the packet.

   The hops field contains the maximum number of hops that a packet can take between the source and destination devices. If the packet has traversed more hops than the value of the hops parameter you specified for that interface, the router drops the packet.

2. If the router accepts the packet, it alters the packet by:
   - Incrementing the hops field by 1
   - Writing the IP address of the input interface to the gateway IP address field
3. The router then determines which networks should receive this packet and broadcasts it to other networks through a forwarding route that you specify when you configure the router for BootP services.

   If the BootP packet has to travel to a network through another router, you must specify the forwarding route using one of the following methods:
   - Configure the second router for BootP services.

     In this case, the second router inspects the packet in the same way as the first router, and increments the hops field by 1. The second router will not, however, replace the address in the gateway IP address field, because servers will reply to the first router that received the BOOTREQUEST packet.
   - Configure the first router to forward the BOOTREQUEST packet to a specific server.

     In this case, the router will unicast the BOOTREQUEST packet to the server through normal IP services.
4. Servers on other networks receive the BOOTREQUEST packet and respond with a BOOTREPLY packet. Those servers transmit the BOOTREPLY packets through normal IP services to the address of the first interface that received the BOOTREQUEST packet. That address appears in the gateway IP address field in the BOOTREQUEST packet.
5. When the router that first received the BOOTREQUEST packet receives the BOOTREPLY packet, it examines the gateway IP address field to check that the value in this field is the same as the IP destination address that the server used for the packet. If the addresses differ, the router discards the BOOTREPLY packet.
6. If the router accepts the packet, it examines the flags field and forwards the packet to the client as follows:
   - If the flags field contains the value 1, the client does not know its own IP address. The router broadcasts the BOOTREPLY packets to the IP broadcast address (255.255.255.255).

- If the flags field contains the value 0, the client knows its own IP address, which appears in the client IP address field of the BOOTREPLY packet. The router sends the BOOTREPLY packet to that IP address and the link-layer address that appears in the client hardware address field.

DHCP Overview

DHCP is an extension of BootP and is also built on the client-server model. DHCP provides a method for dynamically assigning IP addresses and configuration parameters to other IP hosts or clients in an IP network. DHCP is specifically designed for servers in large network environments and complex TCP/IP software configurations.

DHCP allows a host to automatically allocate reusable IP addresses and additional configuration parameters for client operation, and allows the client-server host to configure parameters not directly related to the IP protocol. This feature allows the host to exchange packets with any other host on the network.

DHCP enables clients to obtain an IP address for a fixed length of time (a *lease period*) from remote servers (*DHCP servers*). Groups of hosts that do not need permanent IP addresses can lease an address from a limited pool of addresses. The lease period can range from 1 minute to 99 years. When the lease period expires, the server can assign the IP address to another client on the network. DHCP also enables clients to acquire the IP configuration parameters they need to communicate on a network.

The DHCP packet format is based on a BootP packet. As a result, DHCP uses the BootP relay agent to forward DHCP packets. This scheme provides interoperability between the existing BootP clients and DHCP servers. The BootP relay agent uses the same criteria and methods for forwarding both DHCP and BootP packets. For information about the packet relay process, see “BootP Relay Agent Overview,” on page 2-10.

Although BootP and DHCP use the same UDP port numbers (67 and 68), they differ in the following ways:

- DHCP defines a mechanism for clients to obtain their IP network address for a fixed period of time (lease), allowing for reassignment of expired IP network addresses to different clients.
- DHCP provides a mechanism for clients to acquire all of the IP configuration parameters needed to communicate on a network.
- DHCP packet length is longer than for BootP.

  The additional packet length allows a DHCP server to provide the client with all the IP configuration parameters that it needs to operate.
- DHCP is a more complicated protocol than BootP.

  DHCP has seven message types; BootP uses only two.

Acquiring a New IP Address and New Configuration Parameters

DHCP acquires an IP address and other configuration parameters for clients. This process involves the following stages:

- Identifying DHCP servers
- Requesting and receiving IP information
- Accepting or declining IP information

Identifying DHCP Servers

Figure 2-5 shows the first stage of the process of acquiring a new IP address.

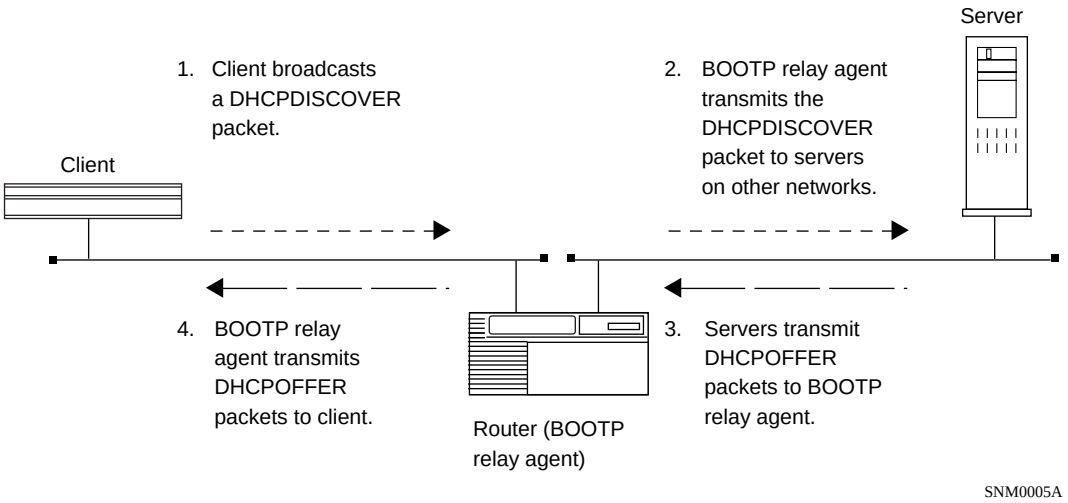
Server
1. Client broadcasts a DHCPDISCOVER packet.
2. BOOTP relay agent transmits the DHCPDISCOVER packet to servers on other networks.
Client
4. BOOTP relay agent transmits DHCPOFFER packets to client.
3. Servers transmit DHCPOFFER packets to BOOTP relay agent.
Router (BOOTP relay agent)
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Figure 2-5. Identifying DHCP Servers

To identify DHCP servers, the client broadcasts a DHCPDISCOVER packet. Figure 2-6 shows the fields in a DHCP packet. The packet relay process uses these fields as follows:

1. A BootP relay agent receives the packet and, if it accepts the packet, transmits it to DHCP servers on other networks.

Operation (1) *	Hardware type (1)	Hardware address length (1)	Hops (1)
Transaction ID (4)			
Seconds (2)		Flags (2)	
Client IP address (4)			
Your IP address (4)			
Server IP address (4)			
Gateway IP address (16)			
Client hardware address (16)			
Server name (64)			
File name (128)			
Options (312)			
* The number in parentheses indicates the number of octets in each field.			

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Figure 2-6. Fields in a DHCP Packet

2. DHCP servers may respond with a DHCPOFFER packet that includes an available IP address in the IP address field.

   When a DHCP server offers an IP address, that address is temporarily unavailable to other clients. If the client does not accept or reject the address within a certain period of time, the server reclaims it. The address is then available for other clients.

3. The BootP relay agent receives the DHCPOFFER packet and examines the packet. If the BootP relay agent accepts the packet, it forwards it to the client.

4. If a client does not receive a DHCPOFFER packet within a specified amount of time after broadcasting a DHCPDISCOVER packet, it sends the packet again. The client will rebroadcast the packet up to 10 times.

   The client may receive DHCPOFFER packets from several potential servers. If you configure the client to wait for multiple responses, it compares configuration parameters in the DHCPOFFER packets to decide which server to target.

Requesting and Receiving IP Information

Figure 2-7 shows the next stage of the process of acquiring a new IP address.

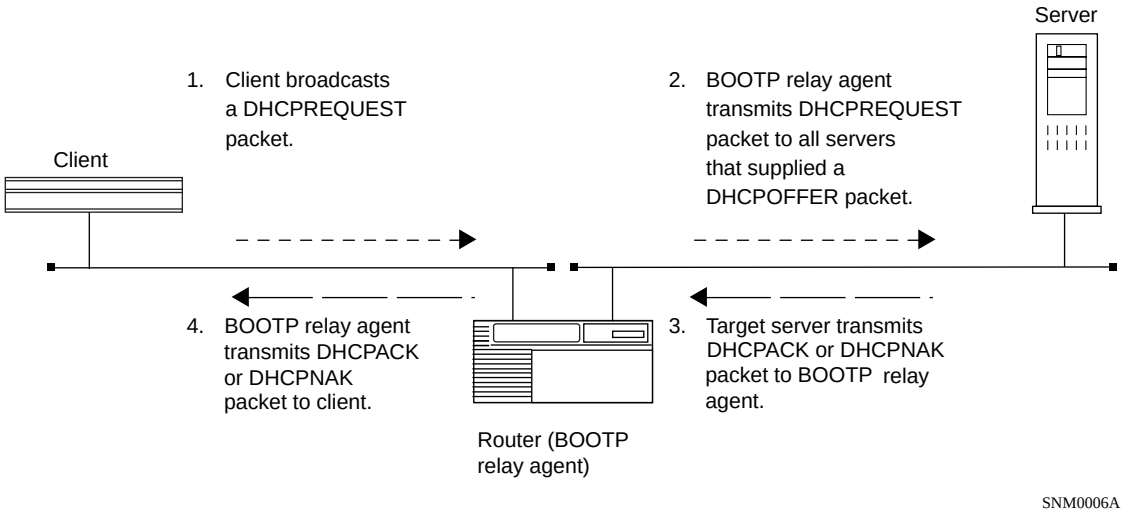
Server
1. Client broadcasts a DHCPREQUEST packet.
2. BOOTP relay agent transmits DHCPREQUEST packet to all servers that supplied a DHCPOFFER packet.
Client
4. BOOTP relay agent transmits DHCPACK or DHCPNAK packet to client.
3. Target server transmits DHCPACK or DHCPNAK packet to BOOTP relay agent.
Router (BOOTP relay agent)
SNM0006A

Figure 2-7. Requesting and Receiving IP Information

1. When the client has chosen a target server, it broadcasts a DHCPREQUEST packet. The DHCPREQUEST packet contains the address of the target server in the server IP address field.
2. The router receives the packet and forwards it to all servers.
3. Those servers examine the packet, and if their IP addresses differ from the value in the server IP address field, they reclaim the IP addresses they supplied in the DHCPOFFER packets. These addresses are now available for other clients.

Accepting or Declining IP Information

The target server recognizes its IP address in the server IP address field, and responds to the DHCPREQUEST packet as follows:

- If the target server can supply the requested configuration parameters, it sends a DHCPACK packet to the client through the BootP relay agent.

The client examines the configuration parameters in the DHCPACK packet and records the duration of the lease period. If the client detects a problem with the configuration parameters, it sends a DHCPDECLINE packet to the server and issues a new DHCPDISCOVER packet. Otherwise, the client accepts the configuration parameters.

- If the target server cannot supply the requested configuration parameters, it sends a DHCPNAK packet to the client through the BootP relay agent.

  When the client receives the DHCPNAK packet, it broadcasts a new DHCPDISCOVER packet and the process begins again.

A client may choose to relinquish its IP address before the lease period expires by sending a DHCPRELEASE packet to the server. This packet contains the relinquished IP address in the client IP address field and the client's MAC address in the client hardware address field.

Acquiring the Same IP Address Again

A client may want to reuse an IP address that a server allocated earlier by DHCP. In this case, the interchange between client and server omits some of the steps described in the previous section, and proceeds as follows:

1. The client starts the interchange by broadcasting a DHCPREQUEST packet that contains its previous IP address in the client IP address field.
2. The BootP relay agent forwards the packet to DHCP servers on other networks.
3. DHCP servers examine the client's configuration parameters in the options field of the DHCPREQUEST packet.
4. The server that originally supplied the configuration parameters recognizes them and responds with a DHCPACK packet.
5. When a client receives a DHCPACK packet, it accepts or declines the parameters, as it would when receiving a new IP address.

If a client's request is invalid (for example, when the client has moved to a new network), servers respond with a DHCPNAK packet. If a client receives only DHCPNAK packets, it must request a new IP address by broadcasting a DHCPDISCOVER packet.

RARP Overview

You can use a Bay Networks router as a Reverse Address Resolution Protocol (RARP) server that assigns IP addresses to its clients on the local area network. When you configure a router to use RARP services, it acts as a RARP server. A RARP server supplies clients on the same physical or logical LAN with IP addresses (Figure 2-8).

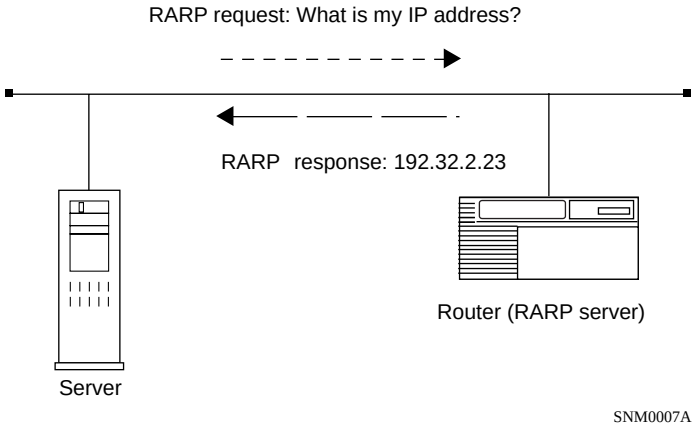

Figure 2-8. RARP Server Supplying an IP Address

To use RARP services, you must set up a MAC address-to-IP address mapping table. This table lists the MAC addresses of clients and the corresponding IP addresses that the RARP server assigns to those clients. When a client needs to acquire an IP address, the following interchange takes place:

1. The client broadcasts a RARP request specifying its MAC address.
2. Upon receiving a RARP request, the router refers to its MAC address-to-IP address mapping table, then sends the client a response packet containing the corresponding IP address.
3. The client examines the response packet to learn its IP address.

You can configure RARP support on Ethernet and token ring interfaces, and on the Fiber Distributed Data Interface (FDDI).

Chapter 3
Customizing SNMP

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This chapter describes how to customize SNMP services. It assumes you have configured an IP interface using the default parameters, as described in Chapter 1, and that you understand the SNMP concepts in Chapter 2.

Summary of SNMP Configuration Tasks Using the BCC and Site Manager

Table 3-1 summarizes SNMP configuration tasks and indicates whether you can use the BCC or Site Manager to perform each task.

Table 3-1. SNMP Configuration Tasks

Task	BCC	Site Manager
Disabling and Reenabling SNMP	✓	✓
Enabling and Disabling SNMP Lock Mechanism	✓	✓
Specifying a Lock Address	✓	✓
Specifying a Lock Timeout Value	✓	✓
Enabling and Disabling Authentication Failure Traps	✓	✓
Specifying the type of service for SNMP packets	✓	
Specifying an SNMP Community Name	✓	✓
Specifying Community Access Privileges	✓	✓
Deleting an SNMP Community	✓	✓
Adding a Manager	✓	✓
Configuring a Manager to Receive Traps	✓	✓
Deleting a Manager	✓	✓
Specifying a Trap Entity	✓	✓
Specifying the Severity Level for Traps	✓	✓
Disabling a Trap Entity	✓	✓
Configuring Trap Exceptions	✓	✓
Deleting Trap Exceptions	✓	✓
Disabling and Reenabling Thresholds		✓
Setting the Threshold Polling Interval		✓
Adding a Threshold		✓
Enabling and Disabling Thresholds for a Variable		✓
Specifying a Value for the Threshold Level		✓
Specifying the Severity Level for Event Messages		✓
Specifying Threshold Units		✓

(continued)

Table 3-1. SNMP Configuration Tasks *(continued)*

Determining When to Record Threshold Events		✓
Specifying Maximum Successive Alarms		✓
Specifying Polling Intervals for Held Variables		✓
Specifying a Threshold Object Name		✓

Customizing SNMP Global Parameters

You can enable SNMP services most easily by accepting all the default parameter values. However, you may want to change these values, depending on your network requirements. This chapter describes choices you can make to use SNMP most effectively on your network.

Disabling and Reenabling SNMP

When you enable IP on an interface, SNMP access is automatically enabled through that interface, and default values are in effect for all SNMP parameters (see Appendix B for parameter defaults).

Using the BCC

To disable SNMP, navigate to the SNMP prompt and enter:

disable

For example, the following command disables SNMP:

```
snmp# disable
```

To reenable SNMP, navigate to the SNMP prompt and enter:

enable

For example, the following commands reenable SNMP and display its default values:

```
snmp# enable
snmp# info
  on box
  state enabled
  lock enabled
  lock-address 0.0.0.0
```

```
  lock-timeout 2
  authentication-traps enabled
  type-of-service reliability
  scope-delimiter 0x40 (=> This function is not available)
snmp#
```

Using Site Manager

To disable and reenable SNMP, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Globa**l.	The Edit SNMP Global Parameters window opens.
5. Set the **Enable** parameter. Click on **Help** or see the parameter description on page A-3.	
6. Click on **OK**.	You return to the Configuration Manager window.

Caution: When you disable the SNMP agent in dynamic mode, you immediately prohibit Site Manager from communicating with the router and will disconnect your Site Manager session.

Enabling and Disabling SNMP Lock Mechanism

The SNMP locking mechanism prohibits the SNMP agent from responding to multiple network management stations issuing simultaneous SNMP **set** commands to the router.

The SNMP locking mechanism is enabled by default. This means that the SNMP agent identifies the station from which it receives the next SNMP **set** command and, for a time equal to the value of the Lock TimeOut parameter, responds only to SNMP **set** commands from that station. If the agent receives an SNMP **set** command from another network management station during this time, it issues an SNMP genErr GetResponse PDU, which that station logs as an SNMP Set Error message.

To allow the SNMP agent to respond to simultaneous SNMP **set** commands from multiple network management stations, set the SNMP locking mechanism to Disable.

Using the BCC

To disable the mechanism, navigate to the SNMP prompt and enter:

lock disabled

To reenable the lock mechanism, navigate to the SNMP prompt and enter:

lock enabled

Using Site Manager

To enable and disable the SNMP lock mechanism, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Globa**l.	The Edit SNMP Global Parameters window opens.
5. Set the **Use Lock** parameter. Click on **Help** or see the parameter description on page A-3.	
6. Click on **OK**.	You return to the Configuration Manager window.

Specifying a Lock Address

The default lock address is 0.0.0.0. To specify a lock address, navigate to the SNMP prompt and enter:

lock-address *address*

address is an IP address in dotted-decimal notation.

Note: There is no Site Manager command for specifying a lock address.

Specifying a Lock Timeout Value

If the SNMP locking mechanism is enabled, you can customize the lock timeout period. The lock timeout period is the maximum number of minutes the SNMP agent allows an idle network management station to hold a lock on it. During this time, the SNMP agent locks out SNMP **set** commands from other network management stations. The lock timer is reset each time the locking manager issues an SNMP **set** command.

By default, the SNMP agent allows an idle network management station to hold a lock on it for 2 minutes. To change the default lock timeout period, specify a value from 1 to 60 minutes.

Using the BCC

To specify the number of seconds, navigate to the SNMP prompt and enter:

lock-timeout *integer*

integer is the number of seconds.

Using Site Manager

To specify a lock timeout value, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Global**.	The Edit SNMP Global Parameters window opens.
5. Set the **Lock Time Out** parameter. Click on **Help** or see the parameter description on page A-4.	
6. Click on **OK**.	You return to the Configuration Manager window.

Enabling and Disabling Authentication Failure Traps

The router generates an authentication failure trap when it receives an SNMP message from an SNMP manager falsely claiming to be in a particular community or specifying an unknown community.

When you enable the authentications failure trap feature on the router, you must configure an SNMP community manager to receive the trap. (See "Configuring SNMP Community Managers" on page 3-13.)

You can prohibit the router from generating authentication failure traps by disabling the authentication failure trap feature.

Using the BCC

By default, SNMP sends an authentication failure trap for sets from a false manager or community. To disable authentication traps, navigate to the SNMP prompt and enter:

authentication-traps disabled

For example, the following command line causes SNMP to send authentication failure traps from a false manager or community.

```
snmp# authentication-traps disabled
snmp#
```

To reenable authentication failure traps, navigate to the SNMP prompt and enter:

authentication-traps enabled

For example, the following command line prohibits SNMP from generating authentication failure traps from a false manager or community.

```
snmp# authentication-traps enabled
snmp#
```

Using Site Manager

To enable or disable authentication failure traps, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Globa**l.	The Edit SNMP Global Parameters window opens.
5. Set the **Authentication Failure Traps** parameter. Click on **Help** or see the parameter description on page A-4.	
6. Click on **OK**.	You return to the Configuration Manager window.

Specifying the Type of Service for the SNMP Packet

Site Manager does not support this function.

You can specify the type of service in which SNMP packets will be generated by setting the type of service to either reliability or normal. For SNMP, high reliability type of services is important.

By default, the type of services is set to reliability. To specify the type of service, navigate to the SNMP prompt and enter:

type-of-service *reliability* | *normal*

For example, the following command line causes SNMP to generate packets with a type of service of reliability.

```
snmp# type-of-service reliability
snmp#
```

Adding SNMP Communities

An *SNMP community* is a logical relationship between an SNMP agent and one or more SNMP managers. The community has a name, and all members of a community have the same access privileges: either *read-only* (members can view configuration and performance information) or *read-write* (members can view configuration performance information, and also change the configuration).

This section describes how to add and delete the SNMP communities to which the SNMP agent responds or sends traps.

Specifying an SNMP Community Name

You can add SNMP communities by specifying the name of the community. The community name can consist of up to 63 characters, including embedded spaces.

Using the BCC

To create a community name, navigate to the SNMP prompt and enter:

community *name*

name is any string of printable ASCII characters, up to 63 characters in length, including embedded spaces.

For example, the following commands create a community named “Router1” and display its default values.

```
snmp# community Router1
community/Router1# info
    on snmp
    label router1
    access read-only
    scope-type {} (=> This function is not available)
```

Using Site Manager

To specify the name of a community, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Communities**.	The SNMP Community List window opens.
5. Choose **Community**.	The Community menu opens.
6. Choose **Add Community**.	The SNMP Community window opens.
7. Set the **Community Name** parameter. Click on **Help** or see the parameter description on page A-5.	
8. Click on **OK**.	You return to the Configuration Manager window.

Specifying Community Access Privileges

After you specify the name of the community, you must assign access privileges to all members of the community. You can specify one of two types of access privileges to each community that you define: read-only or read-write.

By default, the router grants read-only access privileges to all members of an SNMP community. Read-only access allows members of a community to view configuration and performance information. Set this parameter to read-write to allow members of a community to view configuration and performance information, and also change the configuration of a router.

Using the BCC

By default, the community has read-only access. To obtain read-write access, navigate to the community-specific prompt and enter:

access readwrite

For example, the following command line allows read-write access to the community "Router1."

```
community/router1# access read-write
community/router1#
```

Using Site Manager

To specify the access privilege for a community, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Communities**.	The SNMP Community List window opens.
5. Choose **Community**.	The Community menu opens.
6. Choose **Add Community**.	The SNMP Community window opens.
7. Set the **Access** parameter. Click on **Help** or see the parameter description on page A-5.	
8. Click on **OK**.	You return to the Configuration Manager window.

Deleting an SNMP Community

You can delete an SNMP community to which the the agent responds or sends traps.

Using the BCC

To delete an SNMP community, navigate to the community-specific prompt and enter:

delete

For example, the following command line deletes the community “Router1”.

```
community/router1# delete
snmp#
```

Using Site Manager

To delete an SNMP community, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Communities**.	The SNMP Community List window opens.
5. Select the community you want to delete.	The Delete Community window opens.
6. Verify that the correct community name appears on the window. Click on **Cancel** if you do not want to delete the selected community.	
7. Click on **Delete**.	Configuration Manager removes the community from the list.

Configuring SNMP Community Managers

This section describes how to add and delete SNMP community members (managers). It also describes how to configure managers to receive traps from the SNMP agent.

Adding a Manager

After you have added a community name on the router and assigned access privileges to it, you can add specific community members (called *managers)*. You can add more than one manager to a community.

By default, the IP address 0.0.0.0 is a manager in the public community.

Note: When you add the first IP interface, Site Manager automatically creates a read-write public community with a wildcard manager (0.0.0.0). For security reasons, you should replace the public community and wildcard manager with a unique community specifying a limited list of managers.

Using the BCC

To add a manager to a community, navigate to the community prompt and enter:

manager address *ip_address*

For example, the following command line creates a manager with an IP address of 2.2.2.4 and assigns it to the community Router1.

```
community/router1# manager address 2.2.2.4
manager/router1/2.2.2.4#
```

Using Site Manager

To add a manager to a particular community, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Communities**.	The SNMP Community List window opens.
5. Choose **Community**.	The Community menu opens.
6. Choose **Managers**.	The SNMP Manager List window for that community opens.
7. Choose **Manager**.	The Manager menu opens.
8. Choose **Add Manager**.	The Add SNMP Manager window opens.
9. Enter the IP address of the SNMP manager you want to add.	
10. Click on **OK**.	Configuration Manager adds the manager to the community.

Configuring a Manager to Receive Traps

After you add a manager to a community, you can configure the manager to receive traps by specifying its UDP port number and the types of traps the agent transmits to that manager.

When you configure a manager to receive specific traps or all traps (see Table 3-2), the router sends this manager all enabled event traps. There is no MIB correspondence between a specific SNMP manager and a trap entity. Rather, all SNMP managers that you configure to receive specific traps receive all traps you have configured.

Specifying the Trap Port

By default, the standard port number on the managing station to which the SNMP agent transmits traps is 162. To use a different UDP port number, specify a value from 1 to 9999. Do not specify a port that another application uses.

Using the BCC

To specify the port number on the managing station on which the SNMP agent transmits traps, navigate to the manager-specific prompt and enter:

trap-port *integer*

integer is a number from 1 to 9999.

For example, the following command line causes the SNMP agent to transmit traps to manager 2.2.2.2 on port number 150.

```
manager/router1/2.2.2.2# trap-port 150
manager/router1/2.2.2.2#
```

Using Site Manager

To specify the port number on the managing station on which the SNMP agent transmits traps, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Communities**.	The SNMP Community List window opens.
5. Choose **Community**.	The Community menu opens.
6. Choose **Managers**.	The SNMP Manager List window for that community opens.
7. Select the manager you want to edit.	
8. Choose **Manager**.	The Manager menu opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
9. Choose **Edit Manager**.	The SNMP Manager window opens.
10. Set the **Trap Port** parameter. Click on **Help** or see the parameter description on page A-6.	
11. Click on **OK**.	You return to the Configuration Manager window.

Specifying a Trap Type

You can specify one of four types of traps that the SNMP agent can transmit to the manager: Generic, Specific, All, or None. Table 3-2 describes these trap options.

Table 3-2. Trap Types Transmitted by the SNMP Agent

Trap Type	Description
Generic	This is the default trap type. It transmits the well-defined SNMP traps (cold-start, warm-start, and authentication failure traps) to the manager. The cold-start and warm-start traps are automatically active in the SNMP agent; however, you must enable the Authentication Failure Traps attribute for the agent to transmit such traps to a specified manager.
Specific	Allows you to configure the agent software to transmit all enabled log event traps to a specified manager.
All	Allows you to transmit cold-start and warm-start traps, and all enabled log event traps, to a specified manager.
None	Prohibits the SNMP agent from transmitting traps to a specified manager.

Using the BCC

By default, the SNMP agent transmits Generic traps to the manager. To specify a different type of trap, navigate to the manager-specific prompt and enter:

traps *trap_type*

trap_type is either Generic, Specific, All, or None.

For example, the following command sequence causes the SNMP agent to transmit Specific traps to manager 2.2.2.2.

```
manager/router1/2.2.2.2# traps specific
manager/router1/2.2.2.2#
```

Using Site Manager

To specify a trap type, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Communities**.	The SNMP Community List window opens.
5. Choose **Community**.	The Community menu opens.
6. Choose **Managers**.	The SNMP Manager List window for that community opens.
7. Select the manager you want to edit.	
8. Choose **Manager**.	The Manager menu opens.
9. Choose **Edit Manager**.	The SNMP Manager window opens.
10. Set the **Trap Types** parameter. Click on **Help** or see the parameter description on page A-6.	
11. Click on **OK**.	You return to the Configuration Manager window.

Deleting a Manager

You can delete a manager from its associated community by deleting the manager's IP address from the list of SNMP managers.

Using the BCC

To delete a manager, navigate to the manager-specific prompt and enter:

delete

For example, the following command line causes the SNMP agent to delete the manager 2.2.2.2 from the community router1.

```
manager/router1/2.2.2.2# delete
community/router1#
```

Using Site Manager

To delete a manager, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Communities**.	The SNMP Community List window opens.
5. Select the community from which you want to delete the manager.	
6. Choose **Community**.	The Community menu opens.
7. Choose **Managers**.	The SNMP Manager List window for that community opens.
8. Select the manager you want to delete.	
9. Choose **Manager**.	The Manager menu opens.
10. Choose **Delete Manager**.	The Delete SNMP Manager window opens.
11. Make sure that the correct manager IP address appears.	
12. Click on **Delete**.	Configuration Manager removes the manager from the community.

Configuring Traps on the Router

A *trap* is an event that the router transmits to some external network device, such as a network management station. You can specify which log events the SNMP agent sends to the network management station as traps, based on the following:

- *Slot number:* the number of the slot on which the trap will be received
- *Entity number*: the code assigned to the entity issuing the event that uniquely identifies a router event
- *Severity level:* indicates whether the trap is a fault, warning, information, trace, or debug message

A router never broadcasts traps on the network. Rather, it sends traps to specific IP addresses, which you configure on the router as managers of a community. Traps are always sent to specific managers.

Specifying a Trap Entity

A trap entity is associated with a log event. An *entity* is the software that generates a message. Entities include Bay Networks software dedicated to the operation of a software service, such as TFTP and IP. Each entity contains a specific code that corresponds to the event you want to configure.

The entity code, together with the event code, uniquely identifies the event you want to configure as a trap. For a complete list of entities (both their abbreviations and full names) and associated entity codes, refer to *Event Messages for Routers*.

After you specify the number of the slot on which the trap will be received, you specify the entity name for which you want to configure traps.

Using the BCC

To specify a trap entity, based on slot and protocol entity, enter the following command at the SNMP prompt:

trap-entity entity *entity_number* **slot** *slot_number*

entity_number is the code assigned to the entity issuing the event that uniquely identifies an event.

slot_number is the number of the slot on which the trap will be received.

For example, the following command line causes the SNMP agent to send to a network management station a trap for the IP protocol (entity 2) on slot 2.

```
snmp# trap-entity entity 2 slot 2
trap-entity/2/2#
```

Using Site Manager

To specify a trap entity, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Trap Configuration**.	The Trap Configuration menu opens.
5. Choose **Interfaces**.	The Trap Configuration window opens.
6. Select the slot for which you want to configure traps by clicking on the bar in the Slot box.	
7. Select an entity for which you want to configure traps. If you want to configure traps for all entities running on a slot, choose **All Entities** from the top of the column.	The entity names appear in the Available Entities column, a comprehensive list of all protocols available, regardless of the platform or software you are using.
8. Click on **Update**.	The entity name moves to the Current Entities column, indicating that you want to receive traps for this entity at the severity level you specified. (To move an entity from the column, select the entity name and then click on **Remove**.)
9. Repeat steps 6 through 8 for other slots you want to configure.	
10. Click on **Save**.	You return to the Configuration Manager window.

Specifying the Severity Level for Traps

Trap messages are always associated with one of five severity levels: information, warning, fault, trace, or debug. The severity level defines the type of trap that the SNMP agent sends to the network management station for the slot number and entity type you specified. For a description of the severity levels, see *Event Messages for Routers.*

Using the BCC

By default, the attribute for all levels is set to **off**.

To turn on fault-level messages, enter:

fault-log on

To turn on warning-level messages, enter:

warning-log on

To turn on information-level messages, enter:

information-log on

To turn on trace-level messages, enter:

trace-log on

To turn on debug-level messages, enter:

debug-log on

Using Site Manager

To specify a trap entity and the severity level at which you want to receive the trap, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Trap Configuration**.	The Trap Configuration menu opens.
5. Choose **Interfaces**.	The Trap Configuration window opens.
6. Select the slot for which you want to configure traps by clicking on the bar in the slot box.	
7. Select the severity level at which you want to receive traps by clicking on the Events box at the bottom of the window. For a description of severity levels, see Chapter 2.	
8. Click on **Update**.	The entity name moves to the Current Entities column, indicating that you want to receive traps for this entity at the severity level you specified. (To move an entity from the column, select the entity name and then click on **Remove**.)
9. Repeat steps 6 through 8 for other slots you want to configure.	
10. Click on **Save**.	You return to the Configuration Manager window.

Disabling a Trap Entity

You can prevent the SMNP agent from sending a specific trap entity to a network management station regardless of slot by disabling the trap entity.

Using the BCC

Trap entities are enabled by default. To prevent the SMNP agent from sending a specific trap entity to a network management station regardless of slot, enter the following command at the trap entity-specific prompt:

disable

For example, the following command prevents the SNMP manager from sending traps for entity 2 on slot 2.

```
trap-entity/2/2# disable
trap-entity/2/2#
```

Using Site Manager

To disable a trap entity, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Trap Configuration**.	The Trap Configuration menu opens.
5. In the Current Entities column, select the entity name that you want to delete.	The entity name that you selected is highlighted.
6. Click on **Remove**.	The entity name is removed from the Current Entities column.
7. Click on **Save**.	Site Manager saves the changes that you made.

Configuring Trap Exceptions

You can configure up to 50 trap exceptions, which specify that the SNMP agent always sends or never sends traps to the network management station, regardless of the trap configuration settings and regardless of the slot you specified.

You configure a trap exception by specifying the following:

- Entity code for the event for which you want to configure an exception
- Code number of the event for which you want to configure an exception
- Whether the SNMP agent always sends or never sends a trap to the network management station

For entity codes, see *Event Messages for Routers*.

Using the BCC

To specify a trap exception based on protocol entity and entity code, enter the following command at the SNMP prompt:

trap-event entity *entity_number* **event** *entity_code*

entity_number is the value assigned to the entity issuing the message.

entity_code is a numerical value assigned to the message.

For example, the following command causes the SNMP agent to send a network management station a trap for IP protocol (entity 2) generating messages for interfaces that transition to the down state.

```
snmp# trap-event entity 2 event 3
trap-event/2/3# info
   on snmp
   state enabled
   entity 2
   event 3
snmp#
```

Using Site Manager

To configure a trap exception, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu open.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Trap Configuration**.	The Trap Configuration menu opens.
5. Choose **Exceptions**.	The Trap Exceptions List window opens.
6. Click on **Add**.	The Add Trap window opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
7. Set the following parameters: • **Entity Code** • **Event Code** • **Always/Never Trap** Click on **Help** or see the parameter descriptions beginning on page A-7.	
8. Click on **OK**.	You return to the Configuration Manager window.

Deleting Trap Exceptions

You can delete a trap exception by specifying the entity number and the event code for the trap event.

Using the BCC

To delete a trap exception, navigate to the SNMP prompt and enter:

trap-event entity *entity_number* **event** *event_code*

entity_number is the code assigned to the entity issuing the event that uniquely identifies an event.

event_code is a unique code assigned to the event.

Together, the entity number and event code uniquely identify a router event.

For example, the following command causes the SNMP agent to delete a trap for IP protocol (entity 2) whose event code is 3.

```
snmp# trap-event entity 2 event 3
trap-event/2/3#
```

Using Site Manager

To delete a trap exception, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **SNMP**.	The SNMP menu opens.
4. Choose **Trap Configuration**.	The Trap Configuration menu opens.
5. Choose **Exceptions**.	The Trap Exceptions List window opens.
6. Select the trap for which you want to delete the exception.	
7. Click on **Delete**.	You return to the Configuration Manager window.

Configuring Thresholds

You cannot configure thresholds using the BCC.

You can configure thresholds for any integer, counter, gauge, or time-tick variable in the MIB. For more information about when to use thresholds, see Chapter 2.

To configure a threshold, you must have a good understanding of the MIB and be able to identify the instances of MIB objects to which you want to apply a threshold. For complete information about identifying a MIB object or an instance identifier, see the statistics section of *Configuring and Managing Routers with Site Manager*.

Disabling and Reenabling Thresholds

By default, the thresholds feature is enabled on all interfaces on which IP is configured.

To disable and reenable thresholds, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Global**.	The Edit Thresholds Global Parameters window opens.
5. Set the **Enable/Disable** parameter. Click on Help or see the parameter description on page A-8.	
6. Click on **OK**.	You return to the Configuration Manager window.

Setting the Threshold Polling Interval

The threshold polling interval sets the time interval at which the agent polls the variable to determine whether that variable has reached a threshold. You must set a minimum polling interval of 5 seconds; there is no maximum value. The default polling interval is 60 seconds.

When setting a polling interval, remember that the more often the agent polls the variable, the more memory it needs to manage the thresholds for this statistic.

To set the threshold polling interval, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Global**.	The Edit Thresholds Global Parameters window opens.
5. Set the **Polling Interval** parameter. Click on **Help** or see the parameter description on page A-9.	
6. Click on **OK**.	You return to the Configuration Manager window.

Adding a Threshold

To add a threshold, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Global**.	The Edit Thresholds Global Parameters window opens.
5. Click on **Add**.	The Threshold Configuration window opens, displaying a list of all MIB objects the agent supports.
6. Select the object to which you want to apply a threshold.	The object appears in the Object field.
7. Enter the instance identifier in the Instance field.	

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
8. Click on **Save**.	The Threshold Interface Lists window opens again.
9. Click on **Apply**.	
10. Repeat steps 5 through 9 to add other thresholds.	
11. Click on **Done** when you have finished adding thresholds.	You return to the Configuration Manager window.

Enabling and Disabling Thresholds for a Variable

You can decide whether to turn the threshold for a specific variable on or off by specifying the Threshold Enable parameter.

To tell the agent to apply the threshold to a variable, specify Enable. To tell the agent to ignore the threshold for a variable, specify Disable.

To enable or disable thresholds for a variable, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the **Threshold Enable** parameter. Click on **Help** or see the parameter description on page A-9.	
6. Click on **Done**.	You return to the Configuration Manager window.

Specifying a Value for the Threshold Level

You can specify an integer value that determines the level (low, medium, or high) at which you want the agent to generate a threshold exception event for a variable.

To specify a value for the threshold level, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the following parameters: • **Threshold Low Value** • **Threshold Medium Value** • **Threshold High Value** Click on **Help** or see the parameter descriptions beginning on page A-10.	
6. Click on **Done**.	You return to the Configuration Manager window.

Specifying the Severity Level for Event Messages

You can specify the severity level of the event message that the agent generates when a variable exceeds either a low, medium, or high threshold level.

You can specify one of these severity levels:

- *Information:* allows low, medium, or high threshold exceptions to generate routine events that require no action.
- *Warning:* allows low, medium, or high threshold exceptions to generate events that indicate an unexpected situation occurred.
- *Debug:* allows low, medium, or high threshold exceptions to generate events you use to solve network problems.

To specify the severity level for event messages, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the following parameters: • **Threshold Low Event Level** • **Threshold Medium Event Level** • **Threshold High Event Level** Click on **Help** or see the parameter descriptions beginning on page A-10.	
6. Click on **Done**.	You return to the Configuration Manager window.

Specifying Threshold Units

You can specify the units used to determine whether a variable has exceeded a threshold.

- To generate a threshold event when the variable's rate of change *per second* reaches one of the thresholds, set the Threshold Units parameter to Persecond.
- To generate a threshold event when the value of the variable reaches one of the three thresholds, set the Threshold Units parameter to Absolute.

To specify threshold units, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the **Threshold Units** parameter. Click on **Help** or see the parameter description on page A-13.	
6. Click on **Done**.	You return to the Configuration Manager window.

Determining When to Record Threshold Events

You can determine when the agent generates a threshold event by setting the Threshold Action parameter.

By default, the agent generates a threshold event when the value of the variable you specify is *greater than* the threshold you specify. If you want the agent to generate threshold events when the value of the variable is *less than* the threshold you specify, set the Threshold Action parameter to Lessthan.

To determine when to record threshold events, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the **Threshold Action** parameter. Click on **Help** or see the parameter description on page A-13.	
6. Click on **Done**.	You return to the Configuration Manager window.

Specifying Maximum Successive Alarms

A maximum successive alarm represents two or more polling periods when the agent generates an alarm as a result of an exception at the same threshold level.

You can specify an integer to determine the maximum number of successive alarms that the agent generates for a variable. When the agent exceeds the maximum number of alarms, it marks the threshold as held. The agent generates no more alarms until the variable either crosses the threshold at a different level or crosses no threshold for the number of polling intervals equal to the value of the Threshold HoldDown Intervals parameter.

To specify the maximum number of successive alarms, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the **Threshold Max Successive Alarms** parameter. Click on **Help** or see the parameter description on page A-14.	
6. Click on **Done**.	You return to the Configuration Manager window.

Specifying Polling Intervals for Held Variables

You can specify an integer value to determine the number of exception-free polling intervals through which a variable in a held state must pass before the variable is no longer considered held. The lower the number you specify, the more likely the agent is to generate repetitive event messages for a variable that is intermittently exceeding thresholds.

To specify the number of exception-free polling intervals through which a variable in a held state must pass before the variable is no longer considered held, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the **Threshold HoldDown Intervals** parameter. Click on **Help** or see the parameter description on page A-14.	
6. Click on **Done**.	You return to the Configuration Manager window.

Specifying a Threshold Object Name

By default, the ASN.1 object identifier is the object name that appears in the Threshold Label parameter field. You can replace the ASN.1 object identifier by specifying a name for the object in string format. The string you enter appears in the log file, making it easier to identify the object that is the subject of the trap.

To specify a threshold object name, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **Global Protocols**.	The Global Protocols menu opens.
3. Choose **Thresholds**.	The Thresholds menu opens.
4. Choose **Thresholds**.	The Thresholds Interface Lists window opens.
5. Set the **Threshold Label** parameter. Click on **Help** or see the parameter description on page A-15.	
6. Click on **Done**.	You return to the Configuration Manager window.

Chapter 4
Customizing BootP

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This chapter describes how to customize BootP services. It assumes you have configured an IP interface and enabled BootP on this interface using the default parameters, as described in Chapter 1, and that you understand the BootP concepts in Chapter 2.

You can enable BootP services most easily by accepting all the default configuration parameter values. However, you may want to change these values, depending on your network requirements. This chapter describes choices you can make to use BootP most effectively on your network.

Customizing BootP Relay Agent Parameters

After you have configured all the IP interfaces for BootP services, you can configure BootP relay agent parameters for all of these IP interfaces. The BootP relay agent is responsible for transmitting BOOTREQUEST packets to servers on the network and for transmitting BOOTREPLY packets to clients.

Disabling and Reenabling BootP

When you enable IP on an interface, BootP is automatically enabled on that interface and default values are in effect for all BootP parameters (see Appendix B for parameter defaults).

To disable or reenable BootP, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Set the **Enable/Disable** parameter. Click on **Help** or see the parameter description on page A-16.	
6. Click on **Apply**.	
7. Click on **Done**.	You return to the Configuration Manager window.

Specifying Maximum Number of Hops from Client to Server

A *hop* is the logical distance between a source device and a destination device. Source-device combinations can include a BootP relay agent and a BootP server, a client and a BootP relay agent, or two BootP relay agents.

By default, the maximum number of hops a packet can take from the source device to the destination device (client to server) is four. If the value in the hops field of a BOOTREQUEST packet is greater than the value specified for the max-hops parameter, the router drops the packet.

To specify the maximum number of hops from client to server, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Set the **Hops** parameter. Click on **Help** or see the parameter description on page A-16.	
6. Click on **Apply**.	
7. Click on **Done**.	You return to the Configuration Manager window.

Specifying a Minimum Timeout Value

By default, the router immediately forwards BOOTREQUEST packets to the destination address in the BootP relay forwarding table. You can determine the amount of time (in seconds) that the router waits before forwarding a BOOTREQUEST packet out an interface by assigning a value to the Timeout Secs. parameter. If the value in the seconds field of a BOOTREQUEST packet is less than the value you specified for the Timeout Secs. parameter you configured on the interface, the router drops the packet.

The default value is 0 seconds. To change the default, specify a value from 1 to 65535 seconds.

To specify a minimum timeout value, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Set the **Timeout Secs.** parameter. Click on **Help** or see the parameter description on page A-17.	
6. Click on **Apply**.	
7. Click on **Done**.	You return to the Configuration Manager window.

Specifying the Relay Mode for Packet Forwarding

BootP and DHCP use the BootP relay agent to forward packets. You can allow the BootP relay agent to forward BootP, DHCP packets, or both by specifying the Pass Through Mode parameter. The default setting is BootP, which allows the interface to transmit only BootP packets. Be sure to change the setting if you want to transmit DHCP packets.

To set the relay mode on a BootP interface, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Set the **Pass Through Mode** parameter. Click on **Help** or see the parameter description on page A-17.	
6. Click on **Apply**.	
7. Click on **Done**.	You return to the Configuration Manager window.

Setting Up the Routing Path Between the BootP Server and the Routers

You must define the routing path between the BootP server and the routers to ensure the successful transmission of BOOTREQUEST packets from one end of the network to the other. You define this routing path by:

- Enabling BootP forwarding on upstream routers
- Specifying interfaces to receive and relay BOOTREQUEST packets
- Creating a BootP relay agent forwarding table for each router in the path

Enabling BootP on Router Interfaces

Before you enable BootP on router interfaces, make sure that the router is in forwarding mode. Setting the router to forwarding mode allows the BootP relay agent to route (forward) all BOOTREQUEST packets and to process both broadcast packets and all packets explicitly addressed to it. For instructions on configuring the router in forwarding mode, see *Configuring IP Services*.

You must enable BootP (also called BootP pass-through or gateway) on all interfaces in the paths between the routers and the BootP server. For example, you would enable BootP on the interfaces indicated in Figure 4-1.

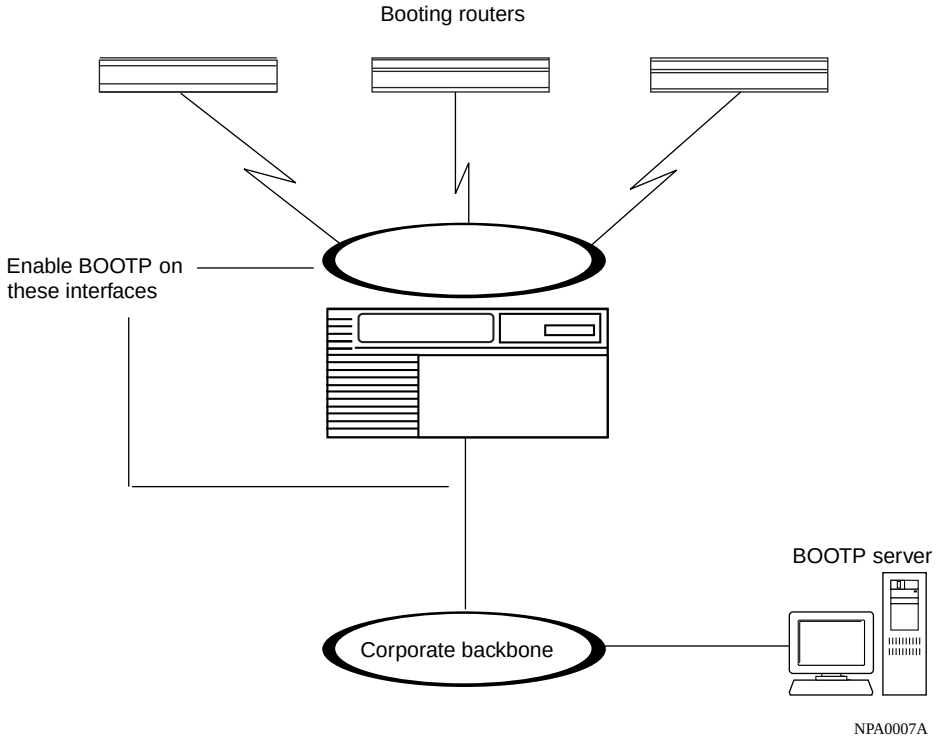

Figure 4-1. Enabling BootP in a Sample Network

To enable BootP on an interface, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, click on the connector.	The Edit Connector window opens.
2. Choose **Edit Circuit**.	The Circuit Definition window opens.
3. Choose **Protocols**.	The Protocols menu opens.
4. Choose **Add**.	The Select Protocols window opens.
5. Choose **BOOTP**.	
6. Click on **OK**.	
7. Choose **File**.	
8. Choose **Exit**.	You return to the Configuration Manager window.

Specifying Interfaces to Receive and Relay BOOTREQUEST Packets

You can specify a forwarding route for BOOTREQUEST packets by defining a relationship between an interface you want to receive BOOTREQUEST packets and another to transmit BOOTREQUEST packets. When you define this type of relationship, the interface pair appears in the BootP relay agent forwarding table.

Depending on the configuration of your network, you can specify:

- One input IP interface to forward packets to multiple output IP interfaces
- Multiple input interfaces to forward to multiple output interfaces
- Multiple input interfaces to forward to one output interface

Creating a BootP Relay Agent Forwarding Table

You must create a BootP relay agent forwarding table for every transient router passing BootP traffic between a router and the BootP server.

The BootP relay agent forwarding table consists of IP interfaces that you configure to receive the incoming BootP request packets and to forward the outgoing BootP request packets. The BootP relay agent forwards BootP request packets based on the IP addresses of the interfaces in this table. You can add multiple pairs of incoming and outgoing interfaces to support connections to multiple routers in your network. For more information about configuring a forwarding table, see *Configuring IP Services*.

Specifying the IP Interface Input/Output Address Pair

You create the BootP relay agent forwarding table by specifying the IP interface addresses (input and output) of the pair that you want to receive and forward BOOTREQUEST packets. If you enter an IP address that you have not configured on the router, the notation `???` appears before the IP address (example: `??? 111.111.111.111`). When you configure the IP address on the router, Site Manager replaces `???` with the appropriate address.

Do not specify an unnumbered interface for the input or output IP interface address parameters. If you want to use an unnumbered interface to transmit BOOTREQUEST or DHCP packets to the servers, you must set up a preferred server in the BootP Relay Agent Interface Table window (see "Configuring BootP Preferred Servers," on page 4-13).

To specify the IP interface input/output address pair, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Click on **Forward I/F**.	The BOOTP Relay Agent Forwarding Table window opens.
6. Click on **Add**.	The BOOTP Addresses window opens.
7. Set the following parameters: • **Input IP Address** • **Output IP Address** Click on **Help** or see the parameter descriptions beginning on page A-18.	
8. Click on **OK**.	The BOOTP Relay Agent Forwarding Table opens.
9. Click on **Done**.	You return to the Configuration Manager window.

Deleting an IP Interface Input/Output Address Pair

To delete an input/output address pair from the BootP relay agent forwarding table, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Forward I/F**.	The BOOTP Relay Agent Forwarding Table window opens.
6. Select the address pair you want to delete.	

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
7. Click on **Delete**.	The BOOTP Relay Agent Forwarding Table window no longer displays the address pair.
8. Click on **Done**.	You return to the Configuration Manager window.

Disabling BootP Route Forwarding

By default, the route (interface) through which the router forwards BootP or DHCP packets to servers on the network is enabled. You can disable BootP or DHCP packet forwarding through this route by setting the Enable/Disable parameter to Disable.

To disable BootP router forwarding, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Click on **Forward I/F**.	The BOOTP Relay Agent Forwarding Table window opens.
6. Select the address pair you want.	
7. Set the **Enable/Disable** parameter. Click on **Help** or see the parameter description on page A-19.	
8. Click on **Apply**.	
9. Click on **Done**.	You return to the Configuration Manager window.

Configuring an AN to Use EZ Install over a Frame Relay PVC

If you intend to configure an AN router to use EZ Install™ over a frame relay PVC in group access mode, you must create a BootP *client interface table.* You do not need to create this table if you configured the frame relay PVC to operate in direct access mode.

The BootP client interface table allows you to specify and pair the IP address of a remote AN router with the DLCI of its frame relay group access PVC.

The *upstream router* is a booting router's next-hop router. By default, the booting router's synchronous interfaces automatically try to get IP addresses from the upstream router. This is the EZ Install process.

If a router using EZ Install gets its address from the upstream router, and the upstream router's interface to that router is a frame relay group access PVC, you must connect to the upstream router and create a BootP client interface table (in addition to a BootP relay agent forwarding table).

For information about configuring an AN to use EZ Install, see *Installing and Operating BayStack AN and ANH Systems*. For information about DLCIs and frame relay, see *Configuring Frame Relay Services*.

Creating a BootP Client Interface Table

You create a BootP client interface table by specifying the client IP address and the frame relay PVC DLCI number.

Specifying the Client IP Address

You must specify the IP address of the remote AN router that will boot using EZ Install over a frame relay group access PVC connection to the router.

To specify a client IP address, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Client I/F**.	The BOOTP Client Interface window opens.
6. Click on **Add**.	The BOOTP Client Interface Address window opens.
7. Set the **IP Address** parameter. Click on **Help** or see the parameter description on page A-20.	
8. Click on **OK**.	
9. Click on **Done**.	You return to the Configuration Manager window.

Specifying the DLCI Number

You must specify in decimal format the frame relay PVC identification number whose destination is the remote AN that will boot using EZ Install. Use the DLCI number assigned by your frame relay service provider. The frame relay network uses the DLCI number to direct data flow.

To specify the DLCI number, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Client I/F**.	The BOOTP Client Interface window opens.
6. Click on **Add**.	The BOOTP Client Interface Address window opens.
7. Set the **DLCI Number** parameter. Click on **Help** or see the parameter description on page A-20.	
8. Click on **OK**.	
9. Click on **Done**.	You return to the Configuration Manager window.

Specifying Servers for BootP Services

You can specify a forwarding route for BOOTREQUEST packets by defining a relationship between an input interface and a BootP server. By defining such a relationship, you can:

- Improve the efficiency of BOOTREQUEST packet relay.
- Transmit BOOTREQUEST packets through unnumbered output interfaces.

Configuring BootP Preferred Servers

You can configure a BootP preferred server by specifying the IP address of the relay agent on the router and the IP address of the target server. The router can then unicast a BOOTREQUEST packet through normal IP services to that server.

Specifying the Relay Agent IP Address

You must specify the IP address of a numbered network interface that you want to receive BOOTREQUEST or DHCP packets from clients. You can then configure this IP address on the router, if you have not already done so.

Do not specify an unnumbered interface for this parameter.

To specify the relay agent IP address, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Pref Serv**.	The BOOTP Relay Agent Preferred Server Table opens.
6. Click on **Add**.	The BOOTP Preferred Server Configuration window opens.
7. Set the **Relay Agent IP Address** parameter. Click on **Help** or see the parameter description on page A-21.	
8. Click on **OK**.	
9. Click on **Done**.	You return to the Configuration Manager window.

Specifying the Target Server IP Address

After you specify the relay agent IP address, you must specify the IP address of the server that should receive the BOOTREQUEST or DHCP packet from the relay agent.

To specify the target server IP address, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Pref Serv**.	The BOOTP Relay Agent Preferred Server Table opens.
6. Click on **Add**.	The BOOTP Preferred Server Configuration window opens.
7. Set the **Target Server IP Address** parameter. Click on **Help** or see the parameter description on page A-21.	
8. Click on **OK**.	
9. Click on **Done**.	You return to the Configuration Manager window.

Specifying the Target Server's Host Name

If you want to keep track of the names of BootP and DHCP servers, specify the target server's host name. The host name cannot exceed 63 ASCII characters, including embedded spaces.

To specify the target server's host name, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Pref Serv**.	The BOOTP Relay Agent Preferred Server Table opens.
6. Set the **Target Name** parameter. Click on **Help** or see the parameter description on page A-22.	
7. Click on **Apply**.	
8. Click on **Done**.	You return to the Configuration Manager window.

After you specify the IP address and host name of the target server, the BootP Relay Agent Preferred Server Table window shows the address pair you added and default values for the Enable/Disable and Pass Through Mode parameters.

Disabling the Forwarding Route

By default, BootP and DHCP forwarding is enabled for the route that you configured. You can disable BootP or DHCP forwarding on this route, if you choose, by setting the Disable/Enable parameter to Disable.

To disable the forwarding router, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Pref Serv**.	The BOOTP Relay Agent Preferred Server Table opens.

(continued)

Site Manager Procedure *(continued)*	
You do this	**System responds**
6. Set the **Enable/Disable** parameter. Click on **Help** or see the parameter description on page A-22.	
7. Click on **Apply**.	
8. Click on **Done**.	You return to the Configuration Manager window.

Filtering BootP and DHCP Packets

You can control whether an interface transmits BootP packets, DHCP packets, or both to a server by configuring filters for these specific packets. You configure this type of filter by setting the Pass Through Mode parameter in Site Manager. The default setting is BootP and allows the interface to transmit only BootP packets. Be sure to change the setting if you want to transmit DHCP messages.

To filter BootP and DHCP packets, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Pref Serv**.	The BOOTP Relay Agent Preferred Server Table opens.
6. Set the **Pass Through Mode** parameter. Click on **Help** or see the parameter description on page A-22.	
7. Click on **Apply**.	
8. Click on **Done**.	You return to the Configuration Manager window.

Deleting the BootP Relay Agent from an IP Interface

To delete a BootP relay agent from an IP interface, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on the interface from which you want to delete BootP.	
6. Click on **Delete**.	The Configuration Manager deletes the BootP relay agent and all forwarding table entries that you specified from the selected interface.
7. Click on **Done**.	You return to the Configuration Manager window.

Deleting BootP Globally

To globally delete BootP from all interfaces on a router, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Delete**.	The Delete menu opens.
5. Click on **Delete**.	Configuration Manager deletes BootP from all interfaces on the router.

Chapter 5
Customizing DHCP

Topic	Page
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Deleting DHCP Globally	5-4

This chapter describes how to customize DHCP services. It assumes you have configured an IP interface using the default parameters and enabled DHCP, as described in Chapter 1, and that you understand the DHCP concepts in Chapter 2.

When you enable DHCP, all default parameter values are automatically enabled on that interface (refer to Appendix B for default parameters). You may want to change these default values, depending on your network requirements. This chapter describes choices you can make to use DHCP most effectively on your network.

Customizing DHCP Parameters

After you have enabled DHCP services on a router (see Chapter 1), you can customize the router software for your specific requirements. Use the remaining sections in this chapter as a guide.

Specifying Interfaces to Receive and Relay DHCP Packets

You must specify a forwarding route for DHCP packets by defining a relationship between an interface you configure to receive DHCP packets and an interface you want to transmit DHCP packets. When you define this type of relationship, the interface pair appears in the BootP relay agent forwarding table. For instructions, see "Specifying Interfaces to Receive and Relay BOOTREQUEST Packets" on page 4-7.

To allow DCHP operation, be sure to set the Pass Through Mode parameter in the BOOTP Relay Agent Forwarding Table window to DHCP, or to BOOTP and DHCP.

To specify interfaces to receive and relay DHCP packets, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Click on **Forward I/F**.	The BOOTP Relay Agent Forwarding Table window opens.
6. Select the address pair you want.	
7. Set the **Pass Through Mode** parameter. Click on **Help** or see the parameter description on page A-22.	
8. Click on **Apply**.	
9. Click on **Done**.	You return to the Configuration Manager window.

Specifying Servers for DHCP Services

You can improve the efficiency of the packet forwarding process or transmit DHCP packets through unnumbered interfaces by specifying servers for DHCP services. For instructions, see "Specifying Servers for BootP Services" on page 4-13.

To allow DHCP operation, be sure to set the Pass Through Mode parameter in the BOOTP Relay Agent Preferred Server Table window to DHCP, or to BOOTP and DHCP.

To specify servers for DHCP servers, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens.
5. Click on **Pref Serv**.	The BOOTP Relay Agent Preferred Server Table opens.
6. Set the **Pass Through Mode** parameter. Click on **Help** or see the parameter description on page A-22.	
7. Click on **Apply**.	
8. Click on **Done**.	You return to the Configuration Manager window.

Deleting DHCP from an IP Interface

To delete DHCP from an IP interface, while maintaining BootP on that interface, set the Pass Through Mode parameter in the BOOTP Relay Agent Interface Table window to BOOTP.

To delete DHCP from an IP interface, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **BOOTP**.	The BOOTP menu opens.
4. Choose **Relay Agent Interface Table**.	The BOOTP Relay Agent Interface Table window opens. This window lists all the IP interfaces that you have configured for BOOTP services on the router.
5. Click on **Forward I/F**.	The BOOTP Relay Agent Forwarding Table window opens.
6. Select the address pair you want.	
7. Set the **Pass Through Mode** parameter. Click on **Help** or see the parameter description on page A-22.	
8. Click on **Apply**.	
9. Click on **Done**.	You return to the Configuration Manager window.

To delete both DHCP and BootP from an IP interface, delete the BootP relay agent on that interface. For instructions, see "Deleting the BootP Relay Agent from an IP Interface" on page 4-18.

Deleting DHCP Globally

To delete DHCP globally, you must delete BootP globally. For instructions. see "Deleting BootP Globally" on page 4-18.

Chapter 6
Customizing RARP

Topic	Page
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Disabling and Reenabling RARP Interfaces	6-2
Defining the RARP Mapping Table	6-3
Disabling RARP Globally	6-5
Deleting RARP Globally	6-5

This chapter describes how to customize RARP services. It assumes you have configured an IP interface using the default parameters and enabled RARP services, as described in Chapter 1, and that you understand the RARP concepts in Chapter 2.

You can enable RARP services most easily by accepting all the default parameter values. However, you may want to change these values, depending on your network requirements. This chapter describes the choices you can make to use RARP most effectively on your network.

Customizing RARP Parameters

After you have enabled RARP services on your router (see Chapter 1), you can customize the router software for your specific requirements. Use the remaining sections in this chapter as a guide.

Disabling and Reenabling RARP Interfaces

You can disable or reenable individual RARP interfaces by selecting them from a list of interfaces in the RARP Interface Table.

To disable and reenable RARP interfaces, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **Reverse ARP**.	The Reverse ARP menu opens.
4. Choose **Interface Table**.	The RARP Interface Table window opens.
5. Set the **Enable/Disable** parameter. Click on **Help** or see the parameter description on page A-23.	
6. Click on **Apply**.	
7. Click on **Done**.	You return to the Configuration Manager window.

Defining the RARP Mapping Table

The RARP mapping table lists the clients on the network that use the router's RARP services. You define the router's MAC address-to-IP address RARP mapping table by specifying the MAC addresses of clients and the corresponding IP addresses that the RARP server assigns to those clients.

Specifying the Client's MAC Address

You must specify the MAC address of each client that will use the RARP services of this router. The client will include the MAC address you specify here in RARP broadcasts to the router.

To specify the client's MAC address, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **Reverse ARP**.	The Reverse ARP menu opens.
4. Choose **Map Table**.	The RARP Map Table window opens.
5. Click on **Add**.	The RARP Addresses window opens.
6. Set the **MAC Address** parameter. Click on **Help** or see the parameter description on page A-23.	
7. Click on **OK**.	You return to the Configuration Manager window.

Specifying the Client's IP Address

You must specify the IP address corresponding to the value of the MAC Address parameter you specify. Do not accept the default value.

When the router receives a RARP request from the client, it assigns this IP address to the client and includes it in a response packet.

To specify the client's IP address, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **Reverse ARP**.	The Reverse ARP menu opens.
4. Choose **Map Table**.	The RARP Map Table window opens.
5. Click on **Add**.	The RARP Addresses window opens.
6. Set the **IP Address** parameter. Click on **Help** or see the parameter description on page A-24.	
7. Click on **OK**.	You return to the Configuration Manager window.

Disabling RARP Globally

To globally disable RARP from all router interfaces on which it is configured, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **Reverse ARP**.	The Reverse ARP menu opens.
4. Choose **Globals**.	The Edit RARP Global Parameters window opens.
5. Set the **Enable/Disable** parameter to Disable.	
6. Click on **OK**.	The Configuration Manager disables RARP on all router interfaces and returns you to the Configuration Manager window.

Deleting RARP Globally

To globally delete RARP from all router interfaces on which it is configured, complete the tasks in the following table.

Site Manager Procedure	
You do this	**System responds**
1. In the Configuration Manager window, choose **Protocols**.	The Protocols menu opens.
2. Choose **IP**.	The IP menu opens.
3. Choose **Reverse ARP**.	The Reverse ARP menu opens.
4. Choose **Delete RARP**.	A confirmation window opens.
5. Click on **OK**.	The Configuration Manager deletes RARP from all router interfaces and returns you to the Configuration Manager window.

Appendix A
SNMP, BootP, DHCP, and RARP Parameter Descriptions

This appendix contains reference information about customizing the parameters for the SNMP, BootP, DHCP, and RARP interfaces you configure on the router.

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SNMP Community Parameters	A-5
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SNMP Threshold Interface Parameters	A-9
BootP and DHCP Parameters	A-16
BootP Address Parameters	A-18
BootP Client Interface Address Parameters	A-20
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RARP Address Parameters	A-23

For each parameter, this appendix provides the following information:

- Parameter name
- Configuration Manager menu path
- Default setting
- Valid parameter options
- Parameter function
- Instructions for setting the parameter
- Management information base (MIB) object ID

The Technician Interface allows you to modify parameters by issuing **set** and **commit** commands with the MIB object ID. This process is equivalent to modifying parameters using Site Manager. For more information about using the Technician Interface to access the MIB, see *Using Technician Interface Software*.

Caution: The Technician Interface does not verify the validity of your parameter values. Entering an invalid value can corrupt your configuration.

SNMP Global Parameters

Use the following guidelines to configure SNMP global parameters in the Configuration Manager window.

Parameter: Enable

Path: Configuration Manager > Protocols > IP > SNMP > Global
Default: Enable
Options: Enable | Disable
Function: Specifies the state of the SNMP agent on all interfaces that support IP.
Instructions: Select Enable to enable the SNMP agent; select Disable to disable the SNMP agent.
MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.1.1

Parameter: Use Lock

Path: Configuration Manager > Protocols > IP > SNMP > Global
Default: Enable
Options: Enable | Disable
Function: Specifies whether the agent responds to multiple network management stations issuing simultaneous SNMP **set** commands to the router. When you set this parameter to Enable, the agent identifies the station from which it receives the next SNMP **set** command and, for a time equal to the value of the Lock Time Out parameter, responds only to SNMP **set** commands from that station. If the agent receives an SNMP **set** command from another network management station during this time, it issues an SNMP genErr GetResponse PDU, which that station logs as an SNMP set error message.
Instructions: Select Enable to prohibit the agent from responding to simultaneous SNMP commands from multiple network management stations.
MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.1.2

Parameter: Lock Time Out

Path:	Configuration Manager > Protocols > IP > SNMP > Global
Default:	2 (minutes)
Options:	1 to 60 (minutes)
Function:	Specifies the maximum number of minutes the agent allows an idle network management station to hold a lock on it. During this time, the agent locks out SNMP **set** commands from other network management stations. The lock timer is reset each time the locking manager issues an SNMP **set** command.
Instructions:	Enter the number of minutes only if you set the Use Lock parameter to Enable.
MIB Object ID:	1.3.6.1.4.1.18.3.5.3.5.1.4

Parameter: Authentication Failure Traps

Path:	Configuration Manager > Protocols > IP > SNMP > Global
Default:	Enable
Options:	Enable | Disable
Function:	Specifies whether the router attempts to generate an authentication failure trap when it receives an SNMP message from an SNMP manager falsely claiming to be in a particular community or specifying an unknown community.
Instructions:	Select Enable to enable the router to generate authentication failure traps. If you select Enable, you must configure an SNMP manager to receive the trap. You configure a trap in the Trap Configuration window. Select Disable to prohibit the router from generating authentication failure traps.
MIB Object ID:	1.3.6.1.4.1.18.3.5.3.5.1.3.5

SNMP Community Parameters

Use the following guidelines to configure SNMP community parameters in the SNMP Community window.

Parameter: Community Name

Path: Configuration Manager > Protocols > IP > SNMP > Communities > Community > Add Community | Edit Community

Default: None

Options: Any string of printable ASCII characters, up to 63 characters in length, including embedded spaces

Function: Specifies the name of the SNMP community.

Instructions: Enter the SNMP community name.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.2.1.3

Parameter: Access

Path: Configuration Manager > Protocols > IP > SNMP > Communities > Community > Add Community | Edit Community

Default: Read Only

Options: Read Only | Read-Write

Function: Specifies the access privileges that the router grants to all members of this SNMP community.

Instructions: Select Read Only to allow members of this community to only view configuration and performance information about this router.

Select Read-Write to allow members of this community to not only view configuration and performance information about this router, but also change the router's configuration.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.2.1.4

SNMP Manager Parameters

Use the following guidelines to configure SNMP manager parameters in the SNMP Manager window.

Parameter: Trap Port

Path: Configuration Manager > Protocols > IP > SNMP > Communities > Community > Managers > Manager > Add Manager | Edit Manager

Default: 162

Options: 1 to 9999

Function: Specifies the number of the port on the management station to which the agent sends traps.

Instructions: The standard port number for trap messages is 162; however, you may enter a different port number. Be sure not to specify a port that another application uses.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.3.1.5

Parameter: Trap Types

Path: Configuration Manager > Protocols > IP > SNMP > Communities > Community > Managers > Manager > Add Manager | Edit Manager

Default: Generic

Options: None │ Generic │ Specific │ All

Function: Specifies the type of trap the agent sends to this manager.

Instructions: Select None to prohibit the agent from sending traps to this manager.

Select Generic to configure the agent to send the well-defined SNMP traps (cold-start, warm-start, and authentication failure traps) to the manager. The cold-start and warm-start traps are automatically active in the SNMP agent; however, you must enable the Authentication Failure Traps global parameter for the agent to send such traps to this manager.

Select Specific to configure the agent software to send all enabled log event traps to this manager.

Select All to send cold-start traps, warm-start traps, and all enabled log event traps to this manager.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.3.1.6

SNMP Trap Interface Parameters

Use the following guidelines to configure SNMP trap interface parameters in the Add Trap window.

Parameter: Entity Code

Path: Configuration Manager > Protocols > IP > SNMP > Trap Configuration > Exceptions > **Add**

Default: None

Options: Any valid entity code

Function: Specifies the entity code for the event for which you want to configure an exception.

Instructions: Enter the entity code for the event for which you want to configure an exception. See *Event Messages for Routers* for entity codes.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.6.1.3

Parameter: Event Code

Path: Configuration Manager > Protocols > IP > SNMP > Trap Configuration > Exceptions > **Add**

Default: None

Options: Any valid event code number

Function: Specifies the code number for the event for which you want to configure an exception.

Instructions: Enter the event code number for the event for which you want to configure an exception. See *Event Messages for Routers* for event code numbers.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.6.1.4

Parameter: **Always/Never Trap**

Path: Configuration Manager > Protocols > IP > SNMP > Trap Configuration > Exceptions > **Add**

Default: None

Options: Always | Never

Function: Specifies whether the SNMP agent always sends or never sends this trap to the network management station. The instructions you specify in this field override the settings in the Trap Configuration window, and affect traps sent from every slot in the router.

Instructions: Select Always or Never.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.5.6.1.2

SNMP Threshold Global Parameters

Use the following guidelines to configure SNMP threshold global parameters in the Edit Thresholds Global Parameters window.

Parameter: **Enable/Disable**

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Global

Default: Enable

Options: Enable | Disable

Function: Enables or disables the threshold feature on a router.

Instructions: Select Enable to enable thresholds. Select Disable to disable thresholds.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.1.1

Parameter: Polling Interval

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Global

Default: 60 (seconds)

Options: 5 seconds minimum; no maximum value

Function: Sets the time interval at which the agent polls the variable to determine whether that variable has reached the threshold.

Instructions: Specify the number of seconds for the polling interval. Remember that the more often the agent polls the variable, the more memory it needs to manage the thresholds for this statistic.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.1.2

SNMP Threshold Interface Parameters

Use the following guidelines to configure SNMP threshold interface parameters in the Thresholds Interface Lists window.

Parameter: Threshold Enable

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds

Default: Enable

Options: Enable | Disable

Function: Turns the threshold for this variable on and off.

Instructions: Select Enable if you want the agent to apply the threshold to this variable.

Select Disable if you want the agent to ignore the threshold for this variable.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.2.1.2

Parameter:	**Threshold Low Value**
Path:	Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds
Default:	0
Options:	Any integer value
Function:	Sets the value of the low threshold for this variable.
Instructions:	Specify the level at which you want the agent to generate a low-threshold exception event.
MIB Object ID:	1.3.6.1.4.1.18.3.3.2.6.2.1.5

Parameter:	**Threshold Low Event Level**
Path:	Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds
Default:	Info
Options:	Info | Warning | Debug
Function:	Specifies the severity level of the event message the agent generates when a variable exceeds the low threshold.
Instructions:	Select Info if you want low-threshold exceptions to generate routine events that require no action. Select Warning if you want low-threshold exceptions to generate events that indicate an unexpected situation occurred. Select Debug if you want low-threshold exceptions to generate events you use to solve network problems.
MIB Object ID:	1.3.6.1.4.1.18.3.3.2.6.2.1.6

Parameter: Threshold Medium Value

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds

Default: 0

Options: Any integer value

Function: Sets the value of the medium threshold for this variable.

Instructions: Specify the level at which you want the agent to generate a medium-threshold exception event.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.2.1.7

Parameter: Threshold Medium Event Level

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds

Default: Info

Options: Info | Warning | Debug

Function: Specifies the severity level of the event message the agent generates when a variable exceeds the medium threshold.

Instructions: Select Info if you want medium-threshold exceptions to generate routine events that require no action.

Select Warning if you want medium-threshold exceptions to generate events that indicate an unexpected situation occurred.

Select Debug if you want medium-threshold exceptions to generate events you use to solve network problems.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.2.1.8

Parameter: Threshold High Value

Path:	Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds
Default:	0
Options:	Any integer value
Function:	Sets the value of the high threshold for this variable.
Instructions:	Specify the level at which you want the agent to generate a high-threshold exception event.
MIB Object ID:	1.3.6.1.4.1.18.3.3.2.6.2.1.9

Parameter: Threshold High Event Level

Path:	Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds
Default:	Info
Options:	Info | Warning | Debug
Function:	Specifies the severity level of the event message the agent generates when a variable exceeds the high threshold.
Instructions:	Select Info if you want high-threshold exceptions to generate routine events that require no action. Select Warning if you want high-threshold exceptions to generate events that indicate an unexpected situation occurred. Select Debug if you want high-threshold exceptions to generate events you use to solve network problems.
MIB Object ID:	1.3.6.1.4.1.18.3.3.2.6.2.1.10

Parameter: Threshold Units

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds

Default: Persecond

Options: Persecond | Absolute

Function: Specifies the units used to determine whether a variable has exceeded a threshold.

Instructions: Select Persecond if you want the agent to generate a threshold event when the variable's rate of change *per second* reaches one of the thresholds.

Select Absolute if you want the agent to generate a threshold event when the value of the variable reaches one of the thresholds.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.2.1.12

Parameter: Threshold Action

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds

Default: Greaterthan

Options: Greaterthan | Lessthan

Function: Specifies when the agent generates a threshold event.

Instructions: Select Greaterthan if you want to record threshold events when the value of the variable is *greater than* the threshold specified.

Select Lessthan if you want to record threshold events when the value of the variable is *less than* the threshold specified.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.2.1.13

Parameter: Threshold Max Successive Alarms

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds

Default: 5

Options: Any integer value

Function: Specifies the maximum number of successive alarms that the agent generates for this variable. A successive alarm represents two or more polling periods when the agent generates an alarm as a result of an exception at the same threshold level.

Instructions: Specify the maximum number of successive alarms. When the agent exceeds the maximum number of alarms, it marks the threshold as held. The agent generates no more alarms until the variable either crosses the threshold at a different level or crosses no threshold for the number of polling intervals equal to the value of the Threshold HoldDown Intervals parameter.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.2.1.14

Parameter: Threshold HoldDown Intervals

Path: Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds

Default: 1

Options: Any integer value

Function: Specifies the number of exception-free polling intervals through which a variable in a held state must pass before the variable is no longer considered held.

Instructions: Specify the number of exception-free polling intervals. The lower the number you select, the more likely the agent is to generate repetitive event messages for a variable that is intermittently exceeding thresholds.

MIB Object ID: 1.3.6.1.4.1.18.3.3.2.6.2.1.15

Parameter: Threshold Label

Path:	Configuration Manager > Protocols > Global Protocols > Thresholds > Thresholds
Default:	ASN.1 OID
Options:	ASN.1 OID | String identifier
Function:	Specifies a name for the MIB object in string format to replace the ASN.1 object identifier. The string you enter appears in the log file, making it easier to identify the object that is the subject of the trap.
Instructions:	Type a name for the MIB object, or leave this field empty to use the ASN.1 object identifier.
MIB Object ID:	1.3.6.1.4.1.18.3.3.2.6.2.1.22

BootP and DHCP Parameters

Use the following guidelines to configure BootP and DHCP parameters in the BOOTP Relay Agent Interface Table window.

BootP Relay Agent Interface Parameters

Parameter: Enable/Disable

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table

Default: Enable

Options: Enable | Disable

Function: Specifies whether BootP is active on the network interface.

Instructions: Select Enable to enable BootP on the network interface. Select Disable to disable BootP on the network interface.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.1.1.2

Parameter: Hops

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table

Default: 4 (hops)

Options: 1 to 16 (hops)

Function: Specifies the maximum number of hops from the client to the server. A hop is the logical distance between two devices. If the value in the hops field of a BOOTREQUEST packet is greater than the number you specify for this parameter, the router drops the packet.

Instructions: Accept the default of 4 hops or specify a number from 1 to 16.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.1.1.5

Parameter: Timeout Secs.

Path:	Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table
Default:	0 (seconds)
Options:	0 to 65535 (seconds)
Function:	Specifies the minimum number of seconds that the router waits before forwarding a BOOTREQUEST packet. If the value in the seconds field of a BOOTREQUEST packet is less than the value you specify for this parameter, the router drops the packet.
Instructions:	Accept the default, 0, or specify a number from 1 to 65535.
MIB Object ID:	1.3.6.1.4.1.18.3.5.3.8.3.1.1.6

Parameter: Pass Through Mode

Path:	Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table
Default:	BOOTP
Options:	BOOTP | DHCP | BOOTP and DHCP
Function:	Specifies whether the interface relays BootP, DHCP, or both BootP and DHCP requests.
Instructions:	Select BOOTP to relay BootP requests. Select DHCP to relay DHCP requests. Select BOOTP and DHCP to relay both kinds of requests.
MIB Object ID:	1.3.6.1.4.1.18.3.5.3.8.3.1.1.16

BootP Address Parameters

Use the following guidelines to configure BootP and DHCP parameters in the BOOTP Addresses window.

Parameter: Input IP Address

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Forward I/F > Add**

Default: None

Options: Any valid IP address

Function: Specifies the IP interface that receives BOOTREQUEST packets from clients.

Instructions: Enter the IP address of a numbered network interface that you want to receive BOOTREQUEST or DHCP packets from clients, then configure this IP address on the router, if you have not already done so.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.2.1.3

Parameter: Output IP Address

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Forward I/F > Add**

Default: None

Options: Any valid IP address

Function: Specifies the IP interface that forwards BOOTREQUEST packets to an external network.

Instructions: Enter the IP address of a numbered network interface that you want to send BOOTREQUEST or DHCP packets to servers, and then configure this IP address on the router, if you have not already done so.

Do not specify an unnumbered interface for this parameter. If you want to use an unnumbered interface to send BOOTREQUEST or DHCP packets to servers, you must set up a preferred server from the BOOTP Relay Agent Interface Table window.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.2.1.4

Parameter: Enable/Disable

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Forward I/F > Add**

Default: Enable

Options: Enable │ Disable

Function: Specifies whether this forwarding route is active.

Instructions: Select Enable to allow BootP or DHCP forwarding through this route. Select Disable to prevent BootP or DHCP forwarding through this route.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.2.1.2

Parameter: Pass Through Mode

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Forward I/F > Add**

Default: BOOTP

Options: BOOTP │ DHCP │ BOOTP and DHCP

Function: Specifies whether the interface relays BootP, DHCP, or both BootP and DHCP requests.

Instructions: Select BOOTP to relay BootP requests. Select DHCP to relay DHCP requests. Select BOOTP and DHCP to relay both kinds of requests.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.2.1.5

BootP Client Interface Address Parameters

Use the following guidelines to configure BootP and DHCP parameters in the BOOTP Client Interface window.

Parameter: IP Address

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Client I/F** > **Add**

Default: None

Options: Any valid IP address

Function: Specifies the IP address of the remote AN that will boot using EZ-Install over a frame relay group access PVC connection to the router.

Instructions: Enter the IP address of the remote AN.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.1.1.1.3

Parameter: DLCI Number

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Client I/F > Add**

Default: None

Options: 16 to 1007

Function: Specifies the frame relay PVC identification number whose destination is the remote AN that will boot using EZ-Install. The frame relay network uses the DLCI number to direct data flow.

Instructions: Enter the DLCI number, in decimal format, for the group access PVC to the remote AN. Use the DLCI number assigned by your frame relay service provider.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.1.1.1.2

BootP Preferred Server Configuration Parameters

Use the following guidelines to configure BootP and DHCP preferred server configuration parameters.

Parameter: **Relay Agent IP Address**

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Pref Serv** > **Add**

Default: None

Options: Any valid IP address

Function: Specifies the IP interface that receives BOOTREQUEST packets from clients.

Instructions: Enter the IP address of a numbered network interface that you want to receive BOOTREQUEST or DHCP packets from clients, and then configure this IP address on the router, if you have not already done so.

Do not specify an unnumbered interface for this parameter.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.3.1.3

Parameter: **Target Server IP Address**

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Pref Serv** > **Add**

Default: None

Options: Any valid IP address

Function: Specifies the address of a server that should receive BOOTREQUEST or DHCP packets.

Instructions: Enter the IP address of the server that should receive the BOOTREQUEST or DHCP packets.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.3.1.4

Parameter: Enable/Disable

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Pref Serv** > **Add**

Default: Enable

Options: Enable │ Disable

Function: Specifies whether the forwarding route is active.

Instructions: Select Enable to allow BootP or DHCP forwarding through this route. Select Disable to prevent BootP or DHCP forwarding through this route.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.3.1.2

Parameter: Target Name

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Pref Serv** > **Add**

Default: None

Options: Any string of printable ASCII characters, up to 63 characters in length, including embedded spaces

Function: Specifies the target server's host name.

Instructions: If you want to keep track of the names of BootP or DHCP servers, enter the target server's host name.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.3.1.5

Parameter: Pass Through Mode

Path: Configuration Manager > Protocols > IP > BOOTP > Relay Agent Interface Table > **Pref Serv** > **Add**

Default: BOOTP

Options: BOOTP │ DHCP │ BOOTP and DHCP

Function: Specifies whether the interface relays BootP, DHCP, or both BootP and DHCP requests.

Instructions: Select BOOTP to relay BootP requests. Select DHCP to relay DHCP requests. Select BOOTP and DHCP to relay both kinds of requests.

MIB Object ID: 1.3.6.1.4.1.18.3.5.3.8.3.3.1.6

RARP Interface Parameters

Use the following guidelines to configure RARP interface parameters in the RARP Interface Table window.

Parameter: Enable/Disable

Path: Configuration Manager > Protocols > IP > Reverse ARP > Interface Table
Default: Enable
Options: Enable | Disable
Function: Reenable or disable the RARP interface you selected from the list of interfaces.
Instructions: Select Enable to reenable a disabled interface. Select Disable to disable an interface.
MIB Object ID: 1.3.6.1.4.1.18.3.5.3.9.3.1.2

RARP Address Parameters

Use the following guidelines to configure RARP address parameters in the RARP Addresses window.

Parameter: MAC Address

Path: Configuration Manager > Protocols > IP > Reverse ARP > Map Table > **Add**
Default: None
Options: Any valid MAC address
Function: Specifies the MAC address of a client that will use the RARP services of this router.
Instructions: Enter the MAC address of a client.
MIB Object ID: 1.3.6.1.4.1.18.3.5.3.9.2.1.2

Parameter:	**IP Address**
Path:	Configuration Manager > Protocols > IP > Reverse ARP > Map Table > **Add**
Default:	0.0.0.0
Options:	Any valid IP address
Function:	Specifies the corresponding IP address for the client with the MAC address you specified using the MAC Address parameter. When the router receives a RARP request from the client, the router assigns this IP address to the client and includes it in a response packet.
Instructions:	Enter the IP address corresponding to the value of the MAC Address parameter. Do not accept the default value.
MIB Object ID:	1.3.6.1.4.1.18.3.5.3.9.2.1.3

Appendix B
Default Parameter Settings

SNMP Parameters

Table B-1 to Table B-6 list the Site Manager default parameter settings for SNMP.

Table B-1. SNMP Global Parameters

Parameter	Default
Enable	Enable
Use Lock	Enable
Lock Time Out	2 minutes
Authentication Failure Traps	Enable

Table B-2. SNMP Community Parameters

Parameter	Default
Community Name	None
Access	Read Only

Table B-3. SNMP Manager Parameters

Parameter	Default
Trap Port	162
Trap Types	Generic

Table B-4. SNMP Trap Interface Parameters

Parameter	Default
Entity Code	None
Event Code	None
Always/Never Trap	None

Table B-5. SNMP Threshold Global Parameters

Parameter	Default
Enable/Disable	Enable
Polling Interval	60 seconds

Table B-6. SNMP Threshold Interface Parameters

Parameter	Default
Threshold Enable	Enable
Threshold Low Value	0
Threshold Low Event Level	Info
Threshold Medium Value	0
Threshold Medium Event Level	Info

(continued)

Table B-6. SNMP Threshold Interface Parameters *(continued)*

Parameter	Default
Threshold High Value	0
Threshold High Event Level	Info
Threshold Units	Persecond
Threshold Action	Greaterthan
Threshold Max Successive Alarms	5
Threshold HoldDown Intervals	1
Threshold Label	ASN.1 OID

BootP and DHCP Parameters

Tables B-7 to B-10 list the Site Manager default parameter settings for BootP and DHCP.

Table B-7. BootP Relay Agent Interface Parameters

Parameter	Default
Enable/Disable	Enable
Hops	4
Timeout Secs.	0 seconds
Pass Through Mode	BOOTP

Table B-8. BootP Address Parameters

Parameter	Default
Input IP Address	None
Output IP Address	None
Enable/Disable	Enable
Pass Through Mode	BOOTP

Table B-9. BootP Client Interface Address Parameters

Parameter	Default
IP Address	None
DLCI Number	None

Table B-10. BootP Preferred Server Configuration Parameters

Parameter	Default
Relay Agent IP Address	None
Target Server IP Address	None
Enable/Disable	Enable
Target Name	None
Pass Through Mode	BOOTP

RARP Parameters

Tables B-11 and B-12 list the Site Manager default parameter settings for RARP.

Table B-11. RARP Interface Parameters

Parameter	Default
Enable/Disable	Enable

Table B-12. RARP Address Parameters

Parameter	Default
MAC Address	None
IP Address	0.0.0.0

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